

TOTAL 64
VOLUME ONE
ISSUE TEN

Total 64

100%
UNOFFICIAL

Diddy Kong Racing

Look out Mario Kart!
Here comes Diddy,
Full review inside



Duke Nukem 64

Can the Duke give Mr. Bond a run for his money? Find out in our full review of GT's latest offering

Goldeneye Book Missing?
ask your newsagent

REVIEWED THIS ISSUE!

- DIDDY KONG RACING
- MISCHIEF MAKERS
- NFL Q'BACK CLUB '98
- WAR GODS
- DARK RIFT

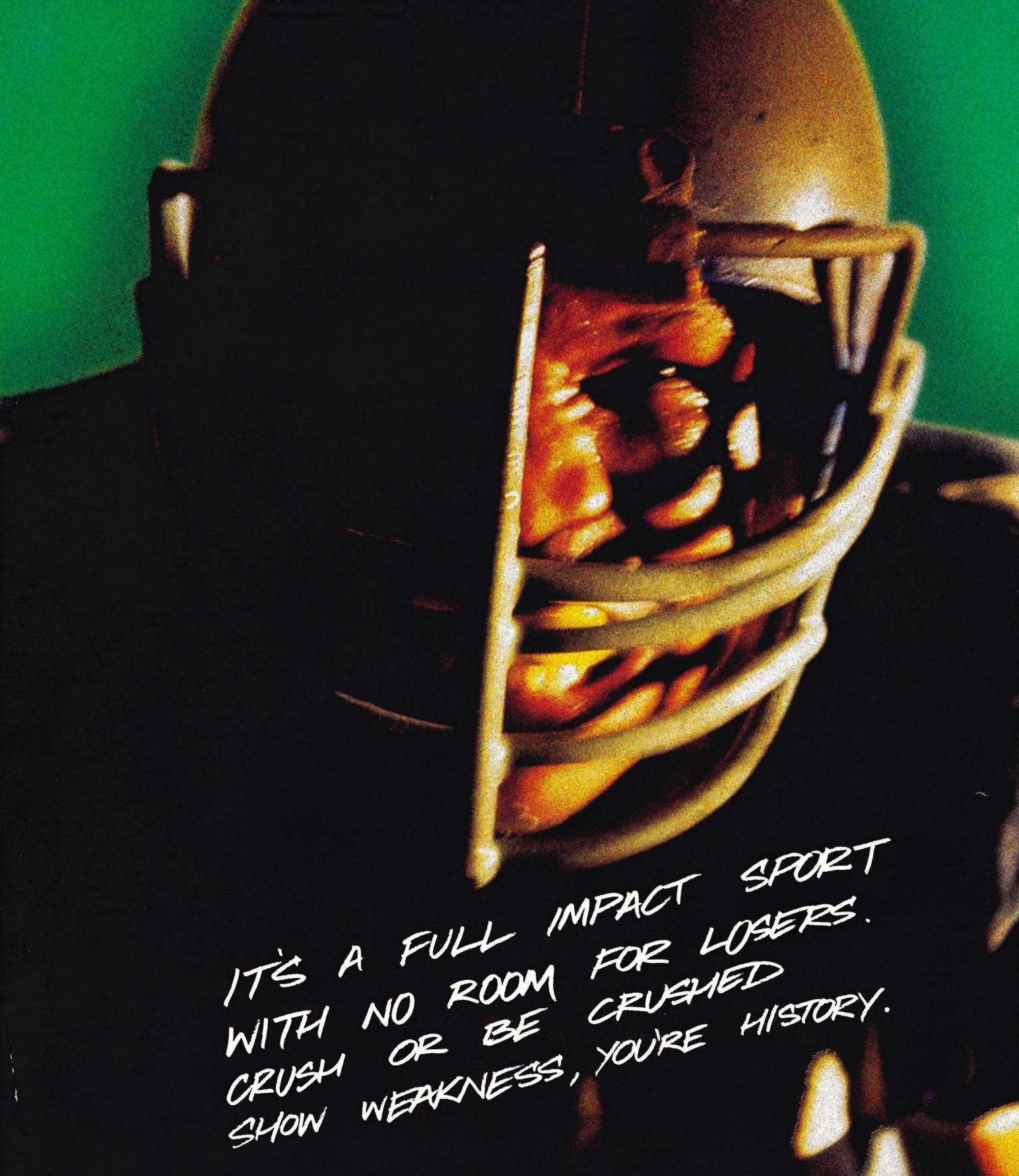


Volume One - Issue Ten
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- REVIEWS
FIRST LOOKS
64 TIPS
PLUS!
- Diddy Kong Racing ■ Duke Nukem 64 ■ Mischief Makers
 - Hybrid Heaven ■ Aero Gauge ■ Forsaken ■ Quake 64
 - Dark Rift ■ Mace: The Dark Age
 - SAN FRANCISCO RUSH PREVIEW

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DIDDY KONG RACING



Total 64

**TOTAL 64 –
beware of
expensive
imitations!**

Welcome to the packed Christmas edition of TOTAL 64! And if you are thinking that it's strange to read that as early as the end of November, imagine how I feel, writing it at the end of October!

I apologise to those of you who dislike Christmas starting earlier every year, but I'm sure that by the time you've reached the end of this edition of TOTAL 64 you'll be ready to forgive us, as you run down to your local games shop, ready and eager to purchase what you now know to be TOTAL 64 recommended titles!

Fortunately, the N64 has yet to become bogged down with substandard software titles (not like certain other formats that I could mention) but it's still a good idea to tread carefully as you negotiate the shelving in your local cartridge emporium this Christmas. There be monsters...

JUSTIN

WIN!

Bond Movies

Up for grabs – the complete set of Bond videos in widescreen!

See page 32

Reviews

34 Duke Nukem 64

One of the most popular PC characters in recent times makes his N64 debut – and the Dook is mad for it!



40 Mischief Makers

With all this 3D malarkey going on, people have forgotten about just how good 2D games can be. *Mischief Makers* aims to set the record straight with its innovative platform gameplay



44 Diddy Kong Racing

Nintendo's surprise Christmas release gets the T64 treatment. Is it any different to *Mario Kart*? Read our exhaustive review to find out more

52 NFL Quarterback Club '98

Thirty men take to the field of dreams in a quest for footballing supremacy – or it's just a game of American Football. Find out what we think in our full review

56 War Gods

Warning, Warning! Puffy jacket alert! This game is *Mortal Kombat* in 3D, or rather that's what it wants to be. Except it's worse. Much worse.

62 Dark Rift Showcase

More fighting action in Vic Tokai's homage to the fighting game that is known as *Tekken*. Not only do we review this game, we give you a complete moves listing as well. Aren't you lucky!



Contents

First Look!

14 Hybrid Heaven

Konami's *Hybrid Heaven* looks like it might be one of the biggest games of next year. Combining arcade, adventure and RPG elements in a glorious 3D world, this might just be the N64's answer to *Resident Evil*.

15 Madden 64

John Madden is the original American Football game and was, until recently, the definitive football sim. For the first time the big fella is on the N64 and he's out to kick *NFL Quarterback Club* into touch.

16 Forsaken

Acclaim's 3D shoot-'em-up puts the player in a confusing underground maze with only their wits and courage to keep them alive... Developed by UK team, Probe, *Forsaken* looks set to give the N64 a new slant on the genre.

18 Quake 64

Arguably the biggest game in the PC's history makes its way to the N64. In a world where the cute characters of NCL's games reign supreme, *Quake* lends a much welcomed darkside to the N64.

19 Aero Wings Assault

Developed by the team who brought you *Pilotwings 64*, you just know that this will be best flight sim ever! You too can become a Top Gun in Paradigm's *Aero Wings Assault*.

Preplay

20 Automobili Lamborghini

There's cars and tracks and you've got to race as quickly as possible in order to win. Can this game hold a light to *Top Gear Rally*?



Preview

28 San Francisco Rush

We take a close look at Midway's answer to *Rage Racer* and see how it measures up against the plethora of N64 racing titles.

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TOTAL 64 takes a look at the games to buy (or not) this Christmas – don't waste your money on sub-standard software, take our advice!

58 Multiplayer Games

Ever wondered which games offer you the best multiplayer options? Well, TOTAL 64 give you the complete lowdown on the games that make the best use of the N64's unique four-way play.

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Total 64 NEWS

64 N64 drops to £99!

lowdown! European Release Dates

Here are all the latest release dates for the N64 in Europe.

November

TBA - WCW vs. NWO: World Tour (THQ)
07 - Clay Fighter 63 1/3 (Acclaim/Interplay)
07 - GoldenEye 007 (Nintendo)
14 - Bomberman 64 (Nintendo/Hudson)
21 - Top Gear Rally (Kemco)
28 - Automobili Lamborghini (Titus)

December

TBA - War Gods (GT Interactive/Midway)
05 - Diddy Kong Racing (Nintendo/Rare)
12 - Mischief Makers (Nintendo)

4th Quarter '97


TBA - Blade & Barrel (GT Interactive)
TBA - Quake 64 (GT Interactive/Midway)
TBA - Rev Limit (Nintendo/Seta)
TBA - Robotron 64 (GT Interactive/Midway)

1st Quarter '98

TBA - Duke Nukem 64 (GT Interactive)
TBA - G.A.S.P. (Konami)
TBA - MK Mythologies: Sub-Zero (GT Interactive/Midway)

January '98

TBA - Robotech: Crystal Dreams (Gametek)

The big N's Christmas push has begun! On the back of the news that Nintendo have dropped the price of carts to £49.99, comes the revelation that the N64 will take a price cut of £50 to the insanely cheap price of £99. This undercuts the PlayStation by £30 and is yet more proof that Nintendo are starting to take the UK market more seriously. About time! No doubt this will not please those of you that bought your N64 at its premium price of £250. 

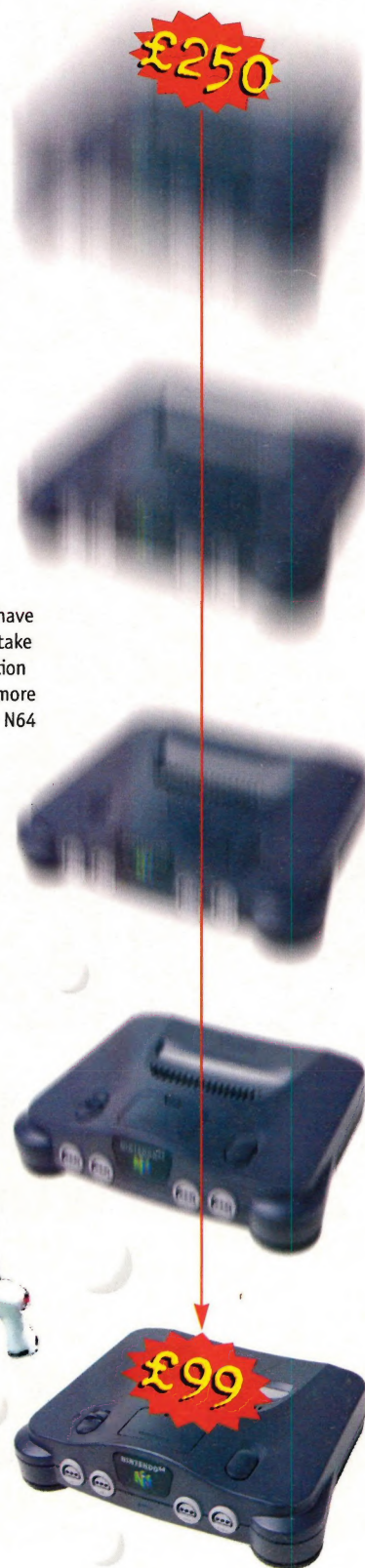
You are not a Jedi yet...

LucasArts have confirmed that they are in fact currently working on a new Star Wars game for the N64. Now don't get too excited - this could turn out to be the sequel to the lacklustre *Shadows of the Empire*, but it is also known that work has begun on a series of games based on the new films.

The games will be multi-format; although no names have been named we reckon that this is all too much of a coincidence. Expect *Star Wars: Balance of the Force* on your machine in mid-1999. **64**



£250



£99

February '98

TBA - Chameleon Twist
(Japan Supply System)
TBA - Dual Heroes (Hudson)
TBA - Nagano Winter
Olympics '98 (Konami)
TBA - NBA In The Zone '98
(Konami)

March '98

TBA - Castlevania 64
(Konami)
TBA - Quest 64 (THQ)
TBA - Tonic Trouble
(Ubi Soft)
TBA - Twisted Edge
Snowboarding (Kemco)

May '98

TBA - Wayne Gretzky's 3D
Hockey '98 (Midway)

Unknown

TBA - Banjo-Kazooie
(Nintendo/Rare)
TBA - Conker's Quest (Rare)
TBA - F-Zero 64 (Nintendo)
TBA - Mission: Impossible
(Ocean)
TBA - Yoshi's Story (Nintendo)
TBA - Zelda 64 (Nintendo)
TBA - Attack!
(GT Interactive)
TBA - Bio Freaks
(GT Interactive/Midway)
TBA - Body Harvest (Nintendo)
TBA - Centipede X
(GT Interactive/Midway)
TBA - Joust Epic
(GT Interactive/Midway)
TBA - Mace: The Dark Age
(GT Interactive/Midway)
TBA - Mortal Kombat 4
(GT Interactive/Midway)
TBA - Mystical Ninja 64
(Konami)
TBA - Rebel Moon
Revolution (GT Interactive)
TBA - San Francisco RUSH
(GT Interactive/Midway)
TBA - Unreal (GT Interactive)


US Release Dates

Here are the latest release dates available for the N64 in America.

December


01- Bomberman 64
(Nintendo/Hudson)
03 - Chameleon Twist
(Electro Source/Sunsoft)
09 - MK Mythologies:
Sub-Zero (Midway)
09 - Wayne Gretzky's 3D
Hockey '98 (Midway)

Last Legion UX

Fans of Sega's *Virtual On* and Namco's *Cyber Sled* will be pleased at the news of Mindscape's first release for the Nintendo 64. The game is called *Last Legion UX* and pits two robots against each other in a 3D environment. There are multiple weapons to choose from and your attack can vary from close range to long distance, depending on your chosen weapon. Although there is no set release date for this game, it is rumoured that the game is nearly complete and is set for an early '98 release. 



We're Doomed!

Tommy, Angelica, Chucky and co are all set for their N64 debut in THQ's game based on Nickelodeon's hit TV series, *Rugrats*. If you've never seen the animated show before, it's about life from a toddler's point of view. It's thought the game will take the form of an adventure and will be released on Game Boy and PlayStation as well as the N64, in early 1999. All versions are set for a worldwide release. 

64DD Update!

More information has been revealed about Nintendo's eagerly awaited hardware add-on, the 64DD. It appears that the disk drive will enable something known as 'hot swapping' whereby the disks are interchangeable during a game. This feature has been made possible due to the fact that the system boots up from an internal ROM chip.

This opens up the possibility of games being larger than the 64MB of information that each disk can store but the downside of this is cost. The 64DD disks are already far more expensive to produce than CDs, so this factor alone may be enough to dissuade developers from pursuing this line of action. Only the future will tell.

Meanwhile there is news that several Japanese, US and European developers already have their 64DD development kits and have begun work on their own DD games. Rumours abound that the companies in question include Imagineer, Capcom and Rare.

The 64DD is still set for a US release in late-1998, but until then you can get all excited about these specifications:

- The 64DD uses 3 3/4" read/writeable disks with a 1 MB/sec Data Transfer Rate (DTR)
- It has an internal battery backed, real-time clock
- Integrated fonts and audio data capabilities, eliminate the need for programmers to store this information in the game's program, freeing up more space for the actual game data
- The device will come with a 4MB expansion RAM pack, which fits into the N64's expansion port (the place currently occupied by the jumper pak)
- Allows for the continuous expansion of popular cartridge games, ie. extra courses, mission packs etc
- Simultaneous use of cartridge and disk games gives developers increased storage space.
- It features networking capabilities, enabling players to download add-ons from the Internet via a modem, which will possibly allow online gaming
- Confirmed games for the 64DD include: *Sim City*, *Zelda DD*, *SimCopter*, *Mother 3 (Earthbound)*, *Mario Paint*, *Mario RPG 2* and *Pocket Monsters*

**4th Quarter '97**

TBA - Jeopardy!
(Take 2/Gametek)

1st Quarter '98

TBA - Olympic Hockey '98
(Midway)
TBA - FIFA: Road to the
World Cup '98 (EA Sports)
TBA - Space Station:
Silicon Valley
(BMG Entertainment/DMA)
TBA - Virtual Chess 64
(Titus)

January '98

20 - Nagano Winter
Olympics '98 (Konami)
27 - NBA In The Zone '98
(Konami)
TBA - Mission: Impossible
(Ocean)

February '98

09 - Yoshi's Story
(Nintendo)
20 - Forsaken (Acclaim)
TBA - Mystical Ninja 64
(Konami)
TBA - NHL Breakaway '98
(Acclaim)

March '98

16 - Banjo-Kazooie
(Nintendo/Rare)
30 - MLB Featuring Ken
Griffey, Jr (Nintendo/Angel)
TBA - G.A.S.P. (Konami)
TBA - Quake 64 (Midway)
TBA - Superman: The
Animated Series (Titus)
TBA - Twisted Edge
Snowboarding
(Midway/Kemco/Boss)

April '98

TBA - Tonic Trouble (Ubi Soft)

May '98

TBA - GEX: Enter the Gecko
(Midway/Crystal Dynamics)

June '98

TBA - Turok 2 (Acclaim)
TBA - WWF: War Zone
(Acclaim)

2nd Quarter '98

TBA - Body Harvest
(Nintendo/DMA)
TBA - Conker's Quest (Rare)
TBA - Dual Heroes
(Hudson)
TBA - Earthworm Jim 3
(Interplay)
TBA - F-Zero 64 (Nintendo)
TBA - Last Legion UX
(Mindscape/Hudson)
TBA - Quest 64 (THQ)
TBA - Robotech: Crystal
Dreams (Gametek)

lowdown!

TBA - NBA Jam '98 (Acclaim)
TBA - Space Circus (Ocean)
TBA - Zelda 64 (Nintendo)

1998

TBA - Bio Freaks (Midway)
TBA - Cruis'n World (Nintendo)
TBA - Castlevania 64 (Konami)
TBA - Mortal Kombat 4 (Midway)
TBA - NBA FastBreak '98 (Midway)
TBA - Pilotwings 2 (Nintendo/Paradigm)
TBA - Quest for Camelot (Titus)
TBA - Battle Sport II (Cyclone Studios)
TBA - Bottom of the Ninth '98 (Konami)
TBA - Buggie-Boogie (Nintendo/Angel)
TBA - Earthbound 64 (64DD) (Nintendo)
TBA - Magic: The Gathering (Acclaim)
TBA - Mario Artist (64DD) (Nintendo)
TBA - Sim City 64 (64DD) (Nintendo)
TBA - Sim Copter 64 (64DD) (Maxis)
TBA - Thornado (Factor 5)
TBA - Ultra Soccer (Acclaim)

1999

TBA - Rugrats (THQ)

Upcoming


Here are some games that do not have a specific release date yet. They could appear as early as spring 1998, as late as fall 1999, or they might not ever come out at all.

TBA - Actua Golf (Interplay)
TBA - Command and Conquer (Virgin)
TBA - Creator (64DD) (Nintendo)
TBA - Daikatana 64 (ION Storm)
TBA - Deadly Honor (TecMagik)
TBA - Donkey Kong Country 64 (64DD) (Nintendo/U.R.)
TBA - Flights of the U.N. (Video System USA)
TBA - Freak Boy (Virgin)
TBA - Grand Prix Racing (Video System USA)
TBA - Hybrid Heaven (Konami)


New Midway games announced!

The hit PlayStation racer, *Micro Machines*, is set to scream onto the N64 in time for Christmas 1998. The rights to the game have been bought by US developers Midway and, despite the fact that the game is going to be a straight port, there is a good chance that there will be extra tracks for the N64 version. The PlayStation version had more than 40 courses and was widely regarded as one of the best games for the grey box in the last year.


Midway have also announced two more new games: *Super Off-Road Challenge* and *Olympic Hockey*. The latter will be released to tie-in with the start of the Winter Olympics early next year and will be based on the *Wayne Gretsky* game engine.

Super Off-Road Challenge is a conversion of Midway's popular arcade racer and features, surprisingly, off-road vehicles. It looks like you will be able to play with up to four players in split-screen mode. *Super Off-Road Challenge* is set for a release before the end of 1998. 

Capcom in bizarre Tetris/Disney tie-in

After last month's news of Capcom's future releases on the N64 comes further details of the new puzzle game, with the working title *Noritaka Funamizu*. Anyone expecting originality is bound to be disappointed with the news that it is a *Tetris* game featuring Mickey Mouse and Donald Duck. Despite this, expectations are high for the game which is Capcom's first release on the N64. 'Super Puzzle Disney Tetris Tactics' anyone? 

It's a mystery to me!

A new RPG has been announced for the N64, the next in the '*Fushigi No Dungeon*' series. Roughly translated this means *Mysterious Dungeon*, and all the action takes place in a randomly generated dungeon. Every time you play you'll fight different monsters and collect different items, all in a totally random environment. There is no news as to whether this game will be on cartridge or disk, or even if it will be released in the west, but no doubt the game will be a huge success in Japan and someone will see sense and release it over here. We love RPGs! 

64 bits!

Forsaken Revamped

Work on *Forsaken 64* has been handed over by Probe to Iguana UK and the game will now feature new levels for the N64. *Forsaken* is due for release on PC and N64 and is something of a *Descent* style shooter. There is also a four player mode planned for the N64 version.

Lamborghini 64 gets new name

Titus have changed the name of their long awaited driving game to *Automobili Lamborghini*. The reasons given for this last minute alteration were that 'it reflects the Lamborghini licence more effectively.' The game is still expected for release in late November.

Mr Game Boy Dies

Gumpei Yokoi, the man who brought us the Game and Watch, Game Boy and the Virtual Boy, has sadly died aged 56. He was killed in a road accident in Japan. His relationship with Nintendo lasted for many years, until he resigned in August 1996 after the Virtual Boy failed to grasp the public's imagination. He then set up his own business named Koto. No doubt Nintendo fans from all over the world will mourn the loss of a man who brought simple pleasure into their lives.

F-Zero 64DD

It has just been announced that *F-Zero 64* will be the first game to be upgradable on the 64DD. Although the game will be initially available on cartridge, Nintendo have plans to release extra courses and even a course editor on the fledgling disk drive format.

TBA - Joust Epic (Midway)
TBA - Kirby's Air Ride (Nintendo)
TBA - Knife Edge (Kemco)
TBA - Lode Runner 64 (Big Bang)
TBA - Paperboy 64 (Mindscape)
TBA - Robotron 64 (Midway)
TBA - Rotor Gunner (TecMagik)
TBA - Super Mario 64 II (64DD) (Nintendo)
TBA - Super Mario RPG 2 (64DD) (Nintendo)
TBA - Ultra Descent (Interplay)
TBA - Unreal (64DD) (GT Interactive/DMA)
TBA - Wetrix (Ocean/Zed Two)

Japanese Release Dates

Here are the latest release dates for the N64 in Japan.

November

TBA - Heiwa Pachinko World 64 (Shouei System)
21 - 64 Oozumo (Bottom-Up)
21 - Diddy Kong Racing (Nintendo/Rare)
21 - Pro Mahjong Kiwame 64 (Athena)
28 - Famista 64 (Namco)
28 - Hiryuu No Ken Twin (Culture Brain)
28 - Morita Shogi 64 (Seta)
28 - Wild Choppers (Seta)

December

TBA - Space Dynamites (Vic Tokai)
TBA - Tamagotchi 64 (Bandai/Hudson/Nintendo)
TBA - Zelda 64 (Nintendo)
05 - Dual Heroes (Hudson)
05 - Top Gear Rally (Kemco)
12 - Chameleon Twist (Japan System Supply)
18 - Hexen (Gamebank)
18 - Hyper Olympic in Nagano 64 (Konami)
19 - Aero Gauge (ASCII)
19 - Denryu Irai Bou (Hudson)
19 - Harukanaru Augusta: Masters '98 (T&E Soft)
19 - Snobow Kids (Atlus)
21 - Yoshi's Story (Nintendo)

4th Quarter '97

TBA - Fighting Cup (Imagineer)
TBA - Kiratto Kaiketsu! 64

A man is shown from the chest up, shirtless, wearing a black leather choker and blue jeans. He is sitting on a motorcycle, and his mouth is wide open in a scream or shout, showing his teeth. His eyes are squeezed shut. The background is a blurred landscape with hills under a pink and purple sky, suggesting high speed.

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Tanteidan (Imagineer)
 TBA - Mahou Seiki Eltale (Imagineer)
 TBA - Pro Baseball King 2 (Imagineer)
 TBA - Rev Limit (Seta)
 TBA - Sim City 2000 (Imagineer)
 TBA - Snow Speeder 64 (Imagineer)
 TBA - Virtual Pro Wrestling 64 (Asmik)

January '98

TBA - Nintama Rantarō 64 (Culture Brain)
 04 - Kindaichi Shonen no Jikenbo (Hudson Soft)
 04 - Toukon Road: Brave Spirits (Hudson Soft)
 24 - NBA In The Zone '98 (Konami)

February '98

TBA - Last Legion UX (Hudson)
 TBA - Wayne Gretzky's 3D Hockey (Gamebank/Midway)

March '98

TBA - Jungle Emperor Leo (Nintendo)
 TBA - Macross: Another Dimension (Tomy)
 TBA - Mario Artist (64DD) (Nintendo)
 TBA - Mother 3 (64DD) (Nintendo)
 TBA - Pocket Monster 64 (64DD) (Nintendo)
 TBA - Sim City 64 (64DD) (Nintendo)
 TBA - Sonic Wings Assault (Video System/Paradigm)

Spring '98

TBA - Super Robot Spirits (Banpresto)
 TBA - Tonic Trouble (Ubi Soft)

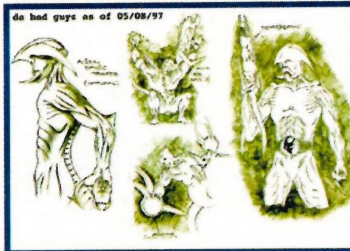
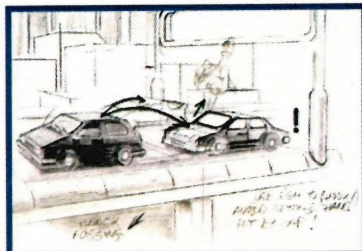
1998

TBA - F-Zero 64 (Nintendo)
 TBA - Flights of the U.N. (Video System/Paradigm)
 TBA - Grand Prix Racing (Video System/Paradigm)
 TBA - Pikachu Genki Dechu (Nintendo/Creatures/GameFreak)

Upcoming

Here are some games that do not have a specific release date yet. They could appear as early as spring 1998, as late as fall 1999.

Turrican 64



Another SNES classic is about to get a new lease of life on the N64. The game in question is *Turrican*, now to be known as *Thornado* on Nintendo's super console.

For those of you not in the know, the original game is something of a cross between the games *Super Metroid* and *Probotector* and is a sort of 3D shooter. The name comes from your

character's ability to use wind-based weapons to 'blow' his enemies away and features two selectable main characters, a man and a woman.


Thornado is set in a futuristic 3D world, where you will basically get to kill loads of invading aliens and save the world from enslavement. The most interesting feature is that two players will be able to take part together – a feature that harks back to the golden days of arcade shooters. The game's developer, Factor 5, has not released any screenshots as yet, but here are a few artwork sketches to give you an idea of what the game will look like. More news soon. 



Freak [not out] Boy!

Virgin's *Freak Boy* is set for a complete redesign and will not be released until late 1998 – if at all. This will be the second time the game has been taken back to the drawing board since its initial announcement in 1996. If you remember, this game has some of the most creative ideas we've seen in a platformer for years – especially behind the main character's abilities. *Freak Boy* has the power to absorb objects and manipulate them using morphing techniques and then use the objects as part of his own body. There are objects such as saws and guns for *Freak Boy* to utilise in his quest to defeat the evil aliens.


The basic plot is that on New Year's Day, after the planets have aligned with the sun, an alien race from a parallel dimension (the ZoS) take over *Freak Boy*'s solar system, dousing the sun and taking all of his planet's unlucky inhabitants as prisoners. *Freak Boy* manages to escape the forced exodus and must save his people from the evil race of ZoS.

If Virgin manage to get their act together and release this game, it could turn out to be one of the most enjoyable games to appear on the N64 in the next year. 



Sim Copter 64

Maxis are working towards a release of their PC hit, *Sim Copter*, for the 64DD when it is launched in Japan next March. It is rumoured that the game will 'integrate data in a creative way' with the other two *Sim* titles planned for the 64DD, *Sim City 64* and *Sim City 2000*. Miyamoto has stated that he wants players to be able to create cities, as well as being able to drive and fly through them as well. It seems that this can only be possible with the 64DD and that is the reason for the change to this read/writeable format from cartridge.

Although there are rumours to the contrary, we reckon that Nintendo are not ones to miss an opportunity like this to show off one of the great features of their new hardware add-on. Just imagine being able to build your very own city and then flying around seeing it from the perspective of a citizen, all in Nintendo-vision! More news and screenshots as we get them. 

Art of Fighting Twins

Fans of the *Art of Fighting* games on the Neo Geo will be pleased to hear about Culture Brain's new beat-'em-up, a fighting game based on that very series. The action takes place in a 3D environment and there will be at least nine selectable characters. The fighting system will remain true to the original 2D versions of this game, with multiple combos, throws, punches and projectiles. There will also be a 'super deformed' feature which transforms the characters into small anime-type people. There are no actual screenshots at this time but here are some renders to get you all excited! (E)



Nintendo optimise PAL conversions

European gamers are finally going to get the respect they deserve with the news that Nintendo will be optimising every PAL conversion from the release of *Lylat Wars*. Although the UK and European games buying public say that they are not too bothered playing their games with borders and slow down, we here at the TOTAL 64 offices know different. We get to see US and Jap games running alongside their PAL versions, and boy, is there a difference! Take a game like *WaveRace 64* for example, and you'll notice that in our high scores page the US lap times are about five seconds quicker than the UK times. This is a significant amount of slowdown to affect the playability of a game.

This new technology, which has been available since the release of *Shadows of the Empire*, has only just been taken on board by Nintendo and has also been passed on to many of the third party developers. So, there should be no excuses for slow games any more!

We are sure that this will be welcome news to all UK, European and Australian games players, because this is surely a sign that Nintendo are finally beginning to take their respective markets seriously. Let's hope that they can get the games over here a bit quicker! (E)

or they might not ever come out at all.

TBA - Akumajou Dracula 3D (Konami)
 TBA - Banjo-Kazooie (Nintendo/Rare)
 TBA - Body Harvest (Nintendo)
 TBA - Buggie Boogie (Nintendo)
 TBA - Cabbage (64DD) (Nintendo)
 TBA - Cavalry Battle 3000 (Japan System Supply)
 TBA - Conker's Quest (Rare)
 TBA - Creator (64DD) (Nintendo)
 TBA - Fire Emblem 64 (64DD) (Nintendo)
 TBA - Fushigi No Dungeon (Chun Soft)
 TBA - G.A.S.P!! Fighters' NEXtream (Konami)
 TBA - Golf (Nintendo/HAL)
 TBA - Hashire Boku No Uma (Culture Brain)
 TBA - Hybrid Heaven (Konami)
 TBA - Ikazuchi No Gotoku - Chinese Chess (Seta)
 TBA - Jikkyou J-League Perfect Striker 2 (Konami)
 TBA - Jikkyou Powerful Pro Baseball 5 (Konami)
 TBA - Jissen Pachi-Slo Hissyouhou (Sammy Kougyou)
 TBA - Kirby's Air Ride (Nintendo)
 TBA - Knife Edge (Kemco)
 TBA - Lamborghini 64 (Taito/Titus)
 TBA - Mission: Impossible (Victor Interactive Software)
 TBA - Ogre Battle Saga (64DD) (Quest)
 TBA - Pilotwings 64 II (Nintendo/Paradigm)
 TBA - Pocket Monster RPG (64DD) (Nintendo)
 TBA - Sim Copter 64 (64DD) (Nintendo/Maxis)
 TBA - Super Mario 64 II (64DD) (Nintendo)
 TBA - Super Mario RPG 2 (64DD) (Nintendo)
 TBA - Twisted Edge Snowboarding (Kemco)
 TBA - Ultra Donkey Kong (64DD) (Nintendo)
 TBA - Zelda DD (64DD) (Nintendo)

Australian Release Dates

The latest release dates for the N64 in Australia.

December

TBA - Banjo Kazooie (Nintendo)
TBA - Duke Nukem 64 (GT Interactive)
TBA - Yoshi's Story (Nintendo)

4th Quarter '97

TBA - Clayfighter 63 1/3 (Acclaim/Interplay)
TBA - Dark Rift (Vic Tokai)
TBA - Extreme G (Acclaim)
TBA - Mace: The Dark Age (GT Interactive/Midway)
TBA - Mission Impossible (Ocean)
TBA - Top Gear Rally (Kemco)

1st Quarter '98

TBA - Body Harvest (Nintendo)
TBA - Cruis'n World (Nintendo)
TBA - Kirby's Air Ride (Nintendo)
TBA - Quake 64 (GT Interactive/Midway)

January '98

TBA - Conker's Quest (Rare)

June '98

TBA - Zelda 64 (Nintendo)


1998

TBA - Castlevania 64 (Konami)
TBA - F-Zero 64 (Nintendo)
TBA - Buggie Boogie (Nintendo)

Unknown

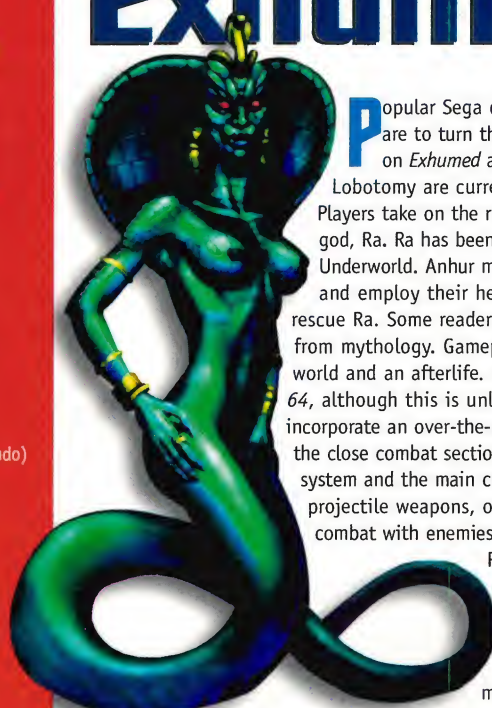
TBA - Attack! (GT Interactive)
TBA - Bio Freaks (GT Interactive/Midway)
TBA - Centipede X (GT Interactive/Midway)
TBA - Mortal Kombat 4 (GT Interactive/Midway)
TBA - Mystical Ninja 64 (Konami)
TBA - Rebel Moon Revolution (GT Interactive)
TBA - Unreal (GT Interactive)

Zelda goes back to the Future

More great *Zelda* 64 news. In a recent interview, Shigeru Miyamoto talked about some more exciting features to be found in the most eagerly anticipated RPG ever! First of all, Link will be able to travel back and forth through time in a similar way to how the Light World/Dark World worked in *Zelda 3* on the SNES. Link will appear as a boy and an eighteen-year-old ear-ring wearing man and his abilities will be suitably affected. The younger Link will not be able to ride the horse or use some of the heavier weapons, but he will be able to take advantage of geographical differences in the two time zones. Time travel takes place in something known as the 'Tower of Time' and Link needs to collect four special crystals in order to travel. The more we hear about this game, the more excited we all are at the prospect of playing it! 



Lobotomy Exhume the N64



Popular Sega developers, Lobotomy have announced that they are to turn their talents to the N64. Best known for their work on *Exhumed* and *Duke Nukem* on the Saturn, development house Lobotomy are currently working on a similar title for the 64. Players take on the role of Anhur, a young hero sent to rescue the sun god, Ra. Ra has been eaten by Apep, an evil serpent monster from the Underworld. Anhur must seek out the other powerful gods of the land and employ their help in order to venture into the Underworld and rescue Ra. Some readers may notice that the storyline borrows greatly from mythology. Gameplay is expected to take place in both a living world and an afterlife. A possible title for the game will be *Powerslave 64*, although this is unlikely to be the final name. The game will also incorporate an over-the-shoulder, third person perspective viewpoint. For the close combat sections, there will be a unique fighting system and the main character will be able to use magic, projectile weapons, or fight it out in hand-to-hand combat with enemies.

Paul Lang, the President of Lobotomy, describes the game as being: "Totally different, but still comparable to the leading 3D engines on the market today." The title is still in the very early stages of development

however and isn't expected to ship until late '98 for Nintendo 64. 



In racing there is only one position

F1 POLE POSITION 64



The most authentic Formula 1 game ever is lined up on the grid. F1 Pole Position, based on the 1996 season, features 16 actual Grand Prix tracks, 22

accurate racing cars and 30 famous drivers. With realistic spinouts, skid turns and radio communication with the pit, F1 puts you right in the driving seat.





First

Hybrid Heaven

IF killing monsters is your dish, then this is a steaming plate of kidney, liver and sinew, all topped off with Flaky bits.

This stunning new game first went on show at the E3 exhibition and was heralded as being the equivalent to *Metal Gear Solid* for Nintendo's big boy – a fair point, as both are Konami developed, 3D polygon based gaming affairs.

The game looked so plush that the public and other developers were quick to assume that

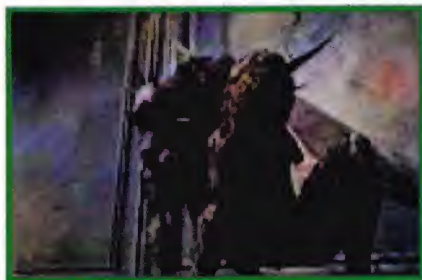
it was running from a series of pre-rendered cut scenes, but Konami left observers reeling when they announced that the material on show in fact consisted of real-time gameplay shots.

Brilliant light sourcing, great animation and attention to detail are almost guaranteed, as

Players hack through the urban decay, kicking, punching and shooting everything

well as all the usual shadowing and excellent backdrops you'd expect from Konami.

Nothing is yet known about the plot, except that it takes place in a future where corruption, violence and vice are common place. The main



▲ I'm having a very-bad-hair day, alright!



▲ I know my can of Lynx is in here somewhere



▲ Next time my films are going to Boots



character is very limber and also well versed in fighting bad guys. One thing we do know for sure is that despite wild rumours, the game is a cartridge based romp and not 64DD.

Overall *Hybrid Heaven* should be great fun, as players hack their way through the urban decay, kicking, punching and shooting anything that has a pulse. Combine this with some true 3D platform gameplay and heaps of evil monsters to massacre and you're looking at another sure fire hit for Konami. (H)



Madden 64

John Madden — heralded by some as the greatest American Football game of all time but how will it cope in the wake of *NFL Quarterback Club '98*?



The John Madden's Football series has been running for about seven years now, each year Electronic Arts use the same tried and tested formula and re-release it with a '92 or a '95 on the end. Sounds like a good way to make a quick buck, but I suppose if something isn't broken then why try to fix it.

This year instead of having a '98 on the front it will have a "64", this is because... yes, that's right, *J M's Football* is getting a Nintendo make over. When I heard this news I couldn't contain

The players are all made up from 3D polygons and have very good animation, the graphics of the game at this stage would indicate that the Nintendo 64's capabilities are being pushed quite well, with graphics looking smooth and detailed. From these shots you can see that it all looks very smooth and very playable.

No NFL license has been granted — because Acclaim got there first with *NFL Quarterback Club '98* — so there are no real teams or stadiums, or even team colours, but Electronic Arts have



▲ Foxboro? We've never heard of them, mate

and also custom modes, which can enable up to eight or even sixteen players to participate in the gridiron action. Special mention should go to the very realistic weather conditions that are present — snow will fall and settle in some places, and rain will make a great difference to the way the players move.

There may be a rumble pak option but any details of this are unclear at this stage. Rest assured though, Electronic Arts are a company that rarely fails to deliver the goods and with stiff competition in the form of *NFL Quarterback Club '98*, E.A. will be working harder than ever to guarantee this is a stunner. **64**

Special mention should go to the very realistic weather conditions — snow falls and settles and rain makes a difference to how players move

myself and made a rather large mess in my new trousers, I had visions of very real players, very real sounds and very, very real playability. As the first few games in the series were all deemed to be instant classics I was eagerly anticipating this release — and keen to see how the famous Madden experience would translate.

been granted a license by the NFLPA which will let them use all the real player names. This is obviously a little disappointing but we'll just have to wait and see what they can produce with what have got.

John Madden has all the options that you would expect like tournament modes, playoffs



▲ One too many burgers there, mate



▲ The number 57 bus has just left early



▲ I want a nice clean fight with no biting

Forsaken

When you were young did you ever dream of just jumping into a super-ship and zapping everything that moved? Ah, ha — thought so, well here's your chance.



Forsaken 64 looks absolutely stunning — the enhanced 3D lighting effects made capable by N64 chip-set are literally dazzling and if that isn't enough, the amazing 3D level architecture will be.

Levels are as expansive as anything seen in any other game of its kind — initially the bike-ships handle a bit like the sad craft in *Descent* on the PSX but after a second look you'll notice that their freedom of movement is almost without limits — strafe left or right, even up or down and you'll be affected by inertia. You can feel the searing heat as you trail behind a sidewinder missile, seeing exactly what the missile would via the seeker camera (in a similar but more enhanced manner to the camera view in *Shadows Of The Empire*) until detonation. If you shoot doors, walls or windows and watch as they're

disintegrated by the amazing and awesome range of firepower that's available at your fingertips — be warned though as some have a tendency to re-generate as well.

The weapons range from relatively pants guns to full-on Armageddon devices, like the Pyrolite Cannon or Pine Bomb, but all serve the same purpose — to kill, kill, kill. Carnage is the order of the day here with no room for fighting lightweights, so beware — this game should be big on violence.

There is a phenomenal array of craft available, in fact some 15 or 16 bikes can be taken out



▲ Can anybody tell me what screen I'm on?



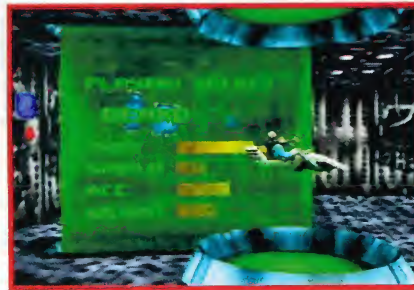
▲ Put your big blue ball away and fight, you chicken

The bike-ships' freedom of movement is almost without limits, letting you strafe left or right, and even up and down

for your pleasure, with each one offering different attributes for the discerning gamer.

As you can imagine, we can't wait for this little number to come out, having a soft spot for games like this, especially when they're such well drawn, good sounding blasters. The version we saw was only 30% complete and was great: the frame rate even at this early stage was a steady 30 frames per second, and as the human eye can only notice around 25 frames per second this bodes very well indeed.

The N64 version of *Forsaken* will also feature some enhancements over the PC version, which gets released at an earlier date, including the multiplayer modes and alternate levels to make more use of the console's power. ◀▶



PLAYING ONLY ON

NINTENDO⁶⁴



You Are Bond James Bond



GOLDENEYETM 007

You direct the action. Shot...by Shot!

Now pay attention 007, there's a lot of detail in this one. Thirty different means of assassination, twenty missions, the best gadgetry and more of your old enemies in the DeathMatch section than Moneypenny could shake a stick at. Now this device is optional but sure to come in useful, it's just come back from successful tests in the Lylat Wars.

They call it a Rumble Pak and it lets you feel the recoil of any of your favourite weapons right in the palm of your hand. Remember 007, the destiny of the free world hangs in the balance so do make sure you use that analogue controller of yours, I really don't know how we ever managed with those old digital ones. Oh, and do be careful 007.

"The most realistic and intense video game based on a movie ever" ⁶⁴ EXTREME "Sheer unadulterated Bond brilliance. You cannot buy better" ^{N64} MAGAZINE

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98%
TOTAL 64



THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

5/5
C&VG

Quake 64

It's the end of the world as we know it and who can save us? Nobody — but we can go out with big, big guns

Although *Doom* is arguably the godfather of the first person shoot-'em-up genre, *Quake 64* is being heralded by some as the best in the scene, due firstly to the obscene amount of detail and thought that has gone into its production and last, but not least, because it is also very violent.



▲ What kind of game doesn't have mean guns?



The graphics are a step up from *Doom 64*, in that *Doom* only had limited animation of its characters and if you were to strafe around a bad guy, he would rotate with you in a manner that was not at all convincing and very jerky. Although this didn't dampen the title's playability one bit, it didn't exactly make for an impressive graphical showcase to amaze your mates with. The good news is that *Quake 64* will boast fully polygonal enemies to make

The level design is also very impressive with the player being slapped into an evil, satanic world where demons are hungry.

the animation a great deal more believable and more 3D looking, which should be aesthetically pleasing – not to mention damn scary.

The level design is also very impressive, with the player being slapped into an evil satanic world where the demon hordes are all hungry for new blood, and the levels hold many perils for the unwary traveler, thanks to their fiendish traps and nasty beasts. *Quake 64* should rank as a priority on any serious first person shooter fan's shopping list.

The weapons are not of the normal variety for a game of this ilk, and though the now mandatory pistols and super shotguns will be present, there will also be new toys such as the nasty thunder staff, bazooka, grenade launchers




and the nail gun, each of which will pack a rather substantial punch on the enemy hordes.

Although the levels and weapons will be a straight conversion from the PC 3DFX Voodoo Quake, the Nintendo version promises special effects like atmospheric lighting, good shadowing and special N64-only tricks like transparent water and some greatly enhanced eerie 3D settings, the likes of which

have never been experienced before – even the most hardened first-person gamer will have brown trousers in nano-seconds.

There is (as you would expect) a two player mode available for death match fun and some different levels may possibly be specially created for this.

The original music has been taken out and replaced by a special N64 version to make better use of the sound-chips and also does add to the claustrophobia of the game. Due for release in November, it will certainly be one to watch. 



▲ God knows what that is but I'm scared already



▲ Blood, blood, blood, blood, kill, kill, kill, kill

Aero Wings Assault

The game of sky fighting has always been a tricky one, but here are Paradigm with another aerial adventure that looks like being a sure fire hit



▲ Mind the skyscraper, it was never like this in Top Gun

Aero Wings Assault or Sonic Wings Assault, as it is better known, is due to be the first aeroplane combat game for the N64.

Even though it's the first outing by Video System, the development team involved is Paradigm (the same company that developed

Pilotwings 64) which as you are well aware, can't be a bad sign.

By all accounts it should be an absolute stunner, using lots of cool effects and making use of the advanced chip-set inside the N64.

The development team involved is Paradigm who brought us Pilotwings 64



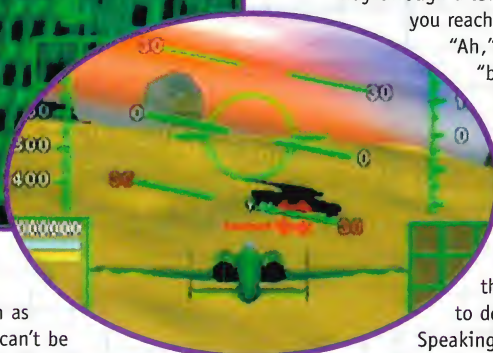
▲ Incoming missile... help me, please!

It will feature a two player mode and a huge plethora of options, as well as different choices in planes and pilots, and different weapons ranging from the mighty vulcan canons to big sidewinders and heatseekers. It will also have defensive weapons, such as chaff, which can leave an enemy missile damaged. One novel feature is that co-pilots will actually play an active part in the game as well, leaving half way through a level only to return when you reach the boss.

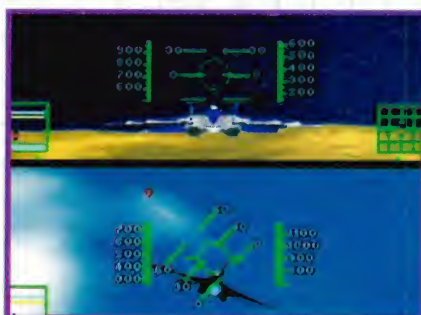
"Ah," we hear you say "but what about big bosses?". Well, *Aero Wings Assault* will also deliver in this department as well, because at the end of each of the ten suitably huge levels there will be a guardian to defeat.

Speaking of which, the levels may also feature famous landmarks such as the mighty Empire State Building, London Bridge or The Golden Gate Bridge – so you'll even get a chance to cruise around for a spot of sightseeing too!

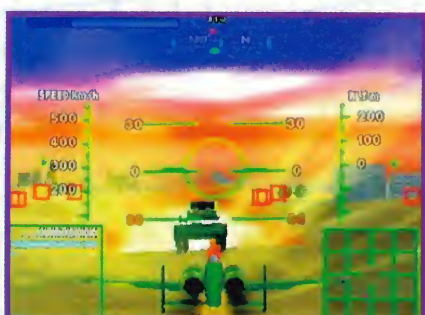
We can't wait to see if *Aero Wings Assault* can deliver the lush graphics we're expecting – and hopefully some rumble pak action too! 🎮



▲ Bogeys on your tail! Hang on, what's a bogey?



▲ For some reason the ground is above the skyline



▲ Take that lego tank out then report to the mess



Automobili L

With so many racing games either released or planned for release on the Nintendo 64, *Lamborghini* is in for a tough challenge — although with its jaw dropping graphics it could just land up on top of the pile.



At some point in most people's lives, they fancy becoming a bit of a speed demon, whether it be on a bicycle, a motorbike or in a fast car. The thrill of feeling the wind in your hair whilst racing at top speeds is an experience that can't be taken lightly. This is why it is far safer to sit at home playing a video game that can give you this sense of speed without the fear of

getting hurt. I don't know about you, but although I've always longed to drive a high performance car at top speed I've never had the chance, and if I had I would probably have made some weak excuse, fearing for my safety. This is the great thing about a racing game: it gives the driver the opportunity to try taking a corner at 100 mph without having to worry about the consequences, plus the added bonus of course, that you don't have to pay the petrol bill.

So, all in all, it does seem far more sensible to sit back with your trusty joystick, without risking life and limb, and enjoy all the thrills and spills from the comfort of your own armchair — the worst you can end up with is just a couple of broken thumbs: a small



▲ Dramatic backdrops are the norm in *Automobili Lamborghini*

price to pay for the chance to drive the car of your dreams.

With the land speed record having recently been broken and the Grand Prix well under way, people's interest in driving fast does seem to have been rekindled. It's unlikely that you'll break the land speed record in *Automobili Lamborghini* — but you can certainly have a lot of fun trying! It goes without saying that the majority of us will never own such a fine vehicle, so to be given the chance to drive the next best thing



▲ The replay feature shows off the high-res graphics and lighting effects



amborghini



▲ You don't just get to race the Lamborghini, there are other supercars like the Porsche

is a privilege indeed. Right, without further ado, let's take a look at one of the fastest games you're likely to be playing in the coming months.

Speed Demon

The title *Automobili Lamborghini* is a bit misleading, as despite this moniker you are allowed to take control of several other vehicles, including a Ferrari. Car

fanatics will be especially happy at the thought of being able to drive some real cars, instead of the usual made up vehicles that feature in most racing games – especially since all the cars featured in the game are superior, high performance numbers which ordinarily would be out of reach to most people.

One of the biggest bonuses is that several cars will feature on-screen at once, unlike in many other N64 racing

games such as the recent *Multi Racing Championship*, where only a couple of cars could ever be seen at any one time. The other bonus here is the incredible graphics, which – as you can tell from the screenshots – will put most other racers to shame.

You'd think that with these detailed graphics and the number of cars on-screen, *Automobili Lamborghini* would be prone to slow down, well the good



▲ There's no fogging on the four player game

In the Pits...

Just like in *Formula One*, you must take full advantage of the pit stop to do well at *Automobili Lamborghini*. You must use it to refuel, change tyres and get minor repairs





▲ When this happens, it usually means that you need to turn around



news is that it doesn't appear to be marred by this unfortunate problem.

Another welcome feature present in *Automobili Lamborghini* is a multiplayer mode. At one time the inclusion of this began to look very doubtful, as at the E3 show in Atlanta the game was only single player. It seemed that no-one could be sure whether the finished version of the game would be single player, like the one seen at the show, or whether a multiplayer option would be added afterwards. Due to a number of comments from a disappointed crowd, Titus, the developers, have gone all out, deciding to work overtime on a great four player mode. In these days of multiplayer gaming being, the thought of this feature alone could see that *Automobili Lamborghini* sells well. The game has been delayed due to the addition of this multiplayer feature, but I'm sure you'll agree that it's been well worth the wait to have the facility to race against three other friends. A serious racing game with a full four player option hasn't yet been seen on



the Nintendo 64, so as you can probably guess, all of us in the TOTAL 64 camp have very high hopes for this fast and furious game.



provided for. The modes that will be on offer include arcade mode – which is exactly what it says: an arcade style race where each checkpoint has to be reached within a certain time limit. Next up is



The race of your life!

When *Automobili Lamborghini* finally gets released it will have four different types of play, ensuring that there is

tournament mode, a similar option to the arcade mode, but instead of the usual checkpoint driven competition the driver must race to gain the highest position, preferably first. Then comes the championship: in this mode players must reach the highest position over all the circuits (once again, first would

The thrill of feeling the wind in your hair, while racing at top speeds is an experience that can't be taken lightly

plenty in the game for multiplayer fun, whilst also making sure that the single player side of the game is equally well

be nice!) Time Trial is the most obvious of the game modes: race your car around each track in an effort to beat your best times, or friends' best times. The programmers have also hinted at the possibility of a secret mode, which as of yet is, appropriately enough, a complete mystery. As you can



▲ The car breaks suddenly to avoid a horrible crash. Just look at those skidmarks!



▲ One of the most striking features in *Automobili Lamborghini* are the gorgeous visuals, which are complemented by subtle lighting effects



▲ Shortcuts and multiple routes are the norm in driving games these days



Obviously the more tracks that feature the better, but even this many is more than your average racer: *MRC* only had three tracks, after all. The added bonus is that Titus have announced that when the 64DD is released, *Lamborghini* will be compatible with it – which means that extra tracks and possibly extra cars could be added with the aid of an upgrade disk. It just goes to show that the developers have high hopes for this game and are already planning ahead – excellent news for us gamers.

Chequered Flag

Although the release date of *Automobili Lamborghini* has been put back several times, it should now arrive at the end

of November. Considering that the set backs have been due to improvements to the game, excitement is brewing in the office, as all of us are keen to get our hands on this top quality racer.

At this moment in time it is still unknown how many tracks will actually feature in the game, but by the looks of it there will be at least five or six.



Sadly, with the exception of *Mario Kart 64* which was more of a fun game, and possibly *MRC*, the racing game has been distinctly underplayed on the N64. The appalling *Crusin' USA*, a conversion of the popular arcade racer, was the first to make an appearance on the N64, and unfortunately this gave the console a bad reputation for racing games but hopefully the release of *Lamborghini* can turn the tide – and from what we've seen so far, it looks as though it will do just that.

So, it's time to dig out those moth eaten driving gloves from the cupboard and get practicing! We're all gearing up to give *Automobili Lamborghini* the complete *TOTAL 64* review treatment, as one of the most promising racing games on the N64 finally pulls out of the pits, ready to dazzle the competition.

▲ Dangerous driving usually results in a crash



Under the Christmas

With Santa readying his elves for the deluge of mail he gets at this time of year, **TOTAL 64** decide to give him a helping hand and list our best buys for the N64 this Christmas.

Christmas – a time of joy and goodwill to all men and a time of shopping and spending huge wedges of cash. There's nothing worse than spending 50 notes on game, only to get it home and finding that it's a pile of poo and with so much stuff available for your N64 it's hard to tell the good from the bad. So, we've been around the shops to do a bit of Christmas shopping ourselves and find out what are the essential buys this chilly winter.



THE DO'S

GOLDENEYE (Nintendo)

Current **TOTAL 64** score: 98%

Okay, this game will actually be out already by the time you read this, but anyone who hasn't got this on their Christmas list has to be MAD! *Goldeneye* has to be one of the best games of the year on any console. Taking the role of James Bond from the film of the same name, it is your mission to save the world and snog some beautiful women in the process. Technically this is probably the best thing you will find on the N64, featuring totally immersive 3D environments and intelligent polygonal enemies.

Goldeneye is not your usual first person shooter. There are mission objectives to reach before you can progress and these change with the difficulty level. The one player game's difficulty curve is judged to perfection and the graphics are all jaw droppingly beautiful to look at. With a deathmatch mode that has led to many a late night at the **TOTAL 64** offices, the game's longevity is beyond question. My choice for game of the year.



THE DONT'S

WAR GODS (GT Interactive)

Current **TOTAL 64** score: 69%

If you try to imagine *Mortal Kombat* in 3D, then you'll have a good idea of what *War Gods* is trying to be. Only it fails. Miserably. Let's be honest – the gameplay found in *MK* is well past its sell by date now and we've also seen great things from the soon to be released *Mace: The Dark Age*.

War Gods tries ever so hard to be a true 3D fighting game but has little more than a sidestep button to offer, plus the arenas are flat and far too small. The game's fighting system even manages to be worse than *MK*, in the way that any of the moves worth doing are far too difficult to perform to make them the slightest bit useful.

HEXEN 64 (GT Interactive)

Current **TOTAL 64** score: 63%

Almost a straight port from the PC version, *Hexen* really looks extremely dated against *Goldeneye* and *Duke*.

Taking a 'swords and sorcery' theme you can choose from three different characters: a warrior, a wizard and a sage (something in-between). Each has their own abilities and so the character you choose affects the gameplay. This is actually about the best feature of the game but it doesn't make up for *Hexen*'s repetitive gameplay and uninteresting levels. Even though *Hexen* does include a four player deathmatch option, this still fails to save the game from being anything other than mediocre.



2 TOTAL 64 as Tree!



These are the best games to be released this Christmas and should get a worthy mention to Father Christmas

DIDDY KONG RACING (Nintendo)

Current TOTAL 64 score: 95%

Nintendo's surprise Christmas release is also one of the best games of the year. It combines ideas from both *Mario Kart* and *Mario 64*, to make a sort of racing adventure. You take control of one of eight drivers, chosen from a variety of cartoony characters, and must win races to defeat the many boss characters. You will eventually have to confront Wizpig – the main bad guy – in a race to the death.

There is much more to *Diddy Kong Racing*, such as battle courses, four player grand prix and three different vehicles to race in (a choice of plane, kart and hovercraft). With loads of secrets to be unlocked and one of the best multiplayer games on the N64, *Diddy Kong Racing* will be one of the biggest selling titles this year.

EXTREME G (Acclaim)

Current TOTAL 64 score: 94%

Arguably the best racer on the N64, *Extreme G* offers the player the chance to take part in a race of the future on anti-grav hover bikes. Similarities can obviously be drawn between this game and *Wipeout: 2097* on the PlayStation but we reckon that this N64 future racer is even better. *Extreme G* manages to be faster than the aforementioned PlayStation game, so if speed is what you're after, then that's what you'll receive.

It's not just the pace of the racing that makes this a maddeningly addictive game though; there are plenty of tracks to keep you occupied (about twenty or so) and these are more often like roller coaster rides than racetracks. There is also an exciting multiplayer option, which allows you to race against up to four mates or battle them in a fight to the death.

DUKE NUKEM 64 (GT Interactive)

Current TOTAL 64 score: 90%

Not quite in the same league as *Goldeneye* but the games have many similarities – they are both first person shoot-'em-ups, have intelligent level design, addictive gameplay and a superb deathmatch option. *Duke* has the edge over *Goldeneye* in the deathmatch department, with over thirty levels for you to fight your mates on and some superbly designed areas. You can take *Duke* almost anywhere, down sewers, seedy cinemas – and you can even fly around in your very own jetpack.

The one thing that *Duke Nukem* does have over every other N64 game released this Christmas, is a wickedly dark sense of humour. Throughout the game you will find references to films and other games, and *Duke* is guaranteed to have some witty comment to make about them all. If you fancy a game with a great sense of character and are a fan of the genre, then *Duke Nukem 64* will make you happy.



THE MAYBE'S

DARK RIFT (Vic Tokai)

Current TOTAL 64 score: 79%

If you are desperate to buy a beat-'em-up this Christmas then you'll find that *Dark Rift* is the best of an average bunch. The game takes moves from both *Tekken* and *Soul Blade* and the overall feel of the game is very similar. Where *Dark Rift* falls down is that it lacks any of the depth of the aforementioned PlayStation games, with far fewer moves and characters. Not a bad attempt and if you have never played *Tekken* or *Soul Blade* then this is definitely worth a look.



TOTAL 64's UK N64 TOP 10

This is the current TOTAL 64 Top Ten for UK games, so if you are the proud owner of a brand spanking new N64 this Christmas, then you could do a lot worse than buying a couple from this list

| | SCORE | PRICE |
|-----------------------------|-------|--------------------------|
| 1. <i>Goldeneye</i> | 98 | £49.99 |
| 2. <i>ISS Soccer</i> | 97 | £64.99 |
| 3. <i>Mario 64</i> | 96 | £49.99 |
| 4. <i>Lylat Wars</i> | 96 | £59.99 (with Rumble Pak) |
| 5. <i>Wave Race</i> | 96 | £49.99 |
| 6. <i>Diddy Kong Racing</i> | 95 | £49.99 |
| 7. <i>Extreme G</i> | 94 | £59.99 |
| 8. <i>Mario Kart</i> | 93 | £49.99 |
| 9. <i>Pilotwings</i> | 91 | £49.99 |
| 10. <i>Duke Nukem 64</i> | 90 | £TBA |

PERIPHERALS

If you're not up for shelling out for the official stuff, then you might be tempted to turn to the third party peripherals for all your pad and memory card needs. These are a selection of the best

THE DO'S

SHARKPAD PRO 64 (Interact)
£19.99

This is probably the best of the pads available, other than the official Nintendo pads, mainly because it's almost identical in both design and feel. The Sharkpad follows the same three pronged design as the official pads, and the only change is in the analog control stick. This is longer and stiffer than the official stick and actually suits some games more than others. Because the stick is a bit longer, you might find a bit of thumb ache comes into play, but it will give you more control overall.



THE MAYBE'S

RUMBLE PAKS
£ Various

There are few third party 'jolt' packs but none of them can accurately reproduce the same rumble of the official Rumble Pak. This is because Nintendo have prevented any developers from copying the same frequency of vibration – that's why you'll find many packs have a switch that allows you to change the frequency between just below or just above the official rumble.



OFFICIAL NINTENDO MEMORY CARD (Nintendo)
£9.99

In all honesty, the best memory card, and the only one you can trust, is the official one from Nintendo. We have had problems with all the other third party cards – including a certain card (no names mentioned) that wiped a whole season of our ISS league!



DATTEL ACTION REPLAY (Datel)
around £50

This is only for the die-hard cheaters amongst you. The device connects in-between your cartridge and the slot on the top of your N64 and it allows you to enter cheats that were not in the original game code. Invincibility on *Mario*? It could be yours with the Action Replay! The cheats are constantly upgradeable (from the Datel hotline) so the Action Replay never goes out of date. It also doubles up as a memory card manager and can use 'smart cards' which will be released with updated cheats stored on them.



COLOURED OFFICIAL PADS (Fox Data Ltd)
around £40

Coming from Fox Data Ltd. are a new range of specially coloured official pads. These are available in such bizarre colours as Chrome Leopard and Desert Storm and cost about £40. If you want something that's a little bit individual, then these might be worth a look. These pads were supplied by Captain Large at Game On. Laaarge!



MISCHIEF MAKERS

INTAKES
FOR INTERNAL USE ONLY.

TOKYO SANITARIUM

RELEASE APPLICATION FOR

PATIENT'S NAME: Marina Liteyears

AKA: Mischief Maker

AGE: Unknown

OCCUPATION: Unknown, thinks she's a robotic personal assistant of Professor Theo

IDIOSYNCRASIES: Grabbing, shaking, throwing anyone who gets in her way. Hovering with an imaginary jet-pack

OBSessional BEHAVIOUR: Constantly searching for glowing stars

RELEASE DATE APPLIED FOR: 19th December 1997

RELEASE DATE APPROVED: Yes

RELEASE CONDITIONS: Only on Nintendo 64

RELEASE APPROVED/DENIED BY: *Mike Quill*

N.B. We'll release her; but she really is bonkers!

RELEASE DATE
19/12/97
APPROVED



90%
N64 MAGAZINE

FRANTICALLY SILLY HIGH-SPEED GAME-PLAY ACROSS 50 LEVELS...IT'S BONKERS!

NINTENDO⁶⁴

THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH



San Franc

With Films you usually find that the sequels fail to live up to the originals, but with such an easy act to follow, surely *San Francisco Rush* will fare a little better...



▲ With the in-cockpit view you can really feel the *RUSH*!

conversions to put it mildly. So, when I learned that the programming boys at Midway planned to convert my own beloved arcade fave into a Nintendo smash hit, I crossed my fingers and hoped for the best.

Oh, Jason!

The coin-op original – for those who don't know (shame on you) – was a real classic of immensely atmospheric

proportions. There are plenty of racers in the arcade but not many transport the gamer into a different world of booming retro music, seventies cars and flower-power San Francisco imagery. *SF Rush* had not just the glitz and the glamour of the world famous Golden Gate bridge, but also gloriously realistic representations of the TransAmerica building, Fisherman's Wharf, Alcatraz and of course a selection of the famous hills, dales, fog and trams of America's hippest city.

Four cars were yours to choose from; ranging from beginner, through advanced to extreme, and there were three great tracks on offer, also varying in difficulty. That doesn't sound like much variation but all the numerous shortcuts, secret areas and hidden playgrounds (like a half pipe for you to do serious stunt tricks in) made it enough to satisfy

Due to circumstances beyond our control, we were unable to get hold of a copy of *SF Rush* in time to meet our deadline. But Jason Fitzgerald, PR Executive at GT Interactive was so desperate to see his game in *TOTAL 64* (and to stop Justin phoning him every 10 minutes) that he offered to write the preview for us.

So how could we refuse? Although we rightly doubted his ability to remain impartial, it meant less work for us at the end of the day!

As I was always a total addict of this game in the arcade, it was only natural that when a nearly finished version came my way, I knew that the hard duty of giving it the once-over had to be my responsibility. So, with a heady mix of anticipation and nervous tension, I set to work.

'Nervous tension? Why's he going all soft and whimpy on us?' I hear you ask. Well, the trouble is, I've seen it all before. I adored *Cruisn' USA* in the arcade and look what happened to it on the N64 – it wasn't the best of



▲ San Francisco reproduced in all its glory





isco Rush

the thirst of even the most race hungry arcade gamers.

That said, you can imagine my glee upon discovering that the new Nintendo version would offer us more cars, more tracks and even more amazing shortcuts, hidden levels, advanced stunt sections and new challenges. For example, you now need to collect keys, stashed in various odd sports for the adventurous driver to stumble upon. Secret 'Extreme' cars now increase the selection to a choice of eight and excitingly the six tracks can be raced in both clockwise, anti-clockwise and mirror mode, making

You're going too far!

When it comes to gameplay, the clear difference between this and any other racing games available on the Nintendo 64 is the degree of care you'll need to take when driving. Other such games let you bash into walls and other cars without even taking a knock. Okay, some folk like this kind of nonsense, but any serious gamer knows that the more skillful game demands a keener eye and a far steadier hand – in other



▲ The race is about to begin on the legendary streets of San Francisco

San Francisco Rush demands serious concentration and a real feel for the road...

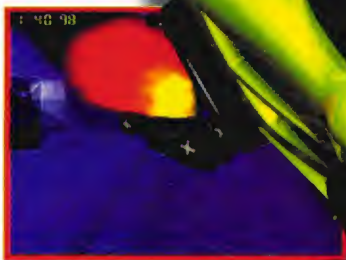
the task of truly mastering all that *San Francisco Rush* has to offer even more difficult to achieve.

words, more realism. *SF Rush* demands serious concentration and a real feel for the road if you want to stick to the racing line, which offers the optimum

route around the legendary streets on each track. If you do bash into buildings or other cars, your vehicle will start to look decidedly worse for wear, and the car's handling will also depreciate, leaving you with a misshapen wreck. Basically, if you decide to drive with wild abandon, rather than the due care and attention that driving around a



▲ The ubiquitous hot air balloon

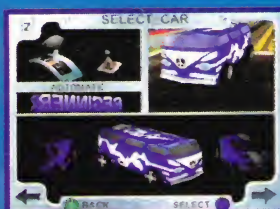


▲ A bit of a crash type scenario



The cars

BEGINNER CLASS



CAMPER

It's slow and turns corners as tightly as a freight train but if you're up against somebody you want to bash off the road, it's the ideal vehicle



BMW

The Beemer is fast and can also take considerable damage, however being a family saloon it doesn't have a great top speed

ADVANCED CLASS



PONTIAC

This has a good blend of speed and handling, it's the connoisseur's choice and almost convinces us that not all US cars were made for the Salt Lake straights



VIPER

Plenty fast, but not that good at acceleration, the Viper comes with a nifty two-stripe mod logo. Paul Weller would drive this one



▲ Get outta my way, rednecks!



▲ Speed is an essential part to any driving game



▼ Speeding round those famous hills and valleys



city centre at 200mph would demand in real life, you know what to expect.

The tracks obviously look amazing, and this can be appreciated from four camera angles (chase car, in car, front of car, above and behind car). However the graphics won't be the first thing to strike you when you have the pleasure of playing this game – the big impact will come from the famous hills of San

The hills in the N64 conversion seem to be even more outrageous than they were in the arcade

Francisco. I've played all the racing games on every system known to man, but I've never seen a title where the



peaks and troughs on the track were so important. The hills in the Nintendo

conversion do seem to be even more outrageous than they were in the arcade, often even outdoing the jumps in *Mario Kart*! On some tracks your car will spend more time hurtling through the air than it will on the ground! Be warned: you can't steer when your wheels aren't touching the ground. That means if your car is pointing in the wrong direction as you reach the crest of a San Francisco street, you are going to go hurtling off through the air, above city buildings, motorways, trees and trucks, to land on the back of a tram – yes, there are trams to crash into. Luckily for you the quality of the visuals is matched by *SF Rush*'s excellent handling.

The whole real geography of *San Francisco* is available, as the game will incorporate a true 3D model, so that



you could choose to turn right instead left at any junction, drive straight along the pavement for a shorter but bumpier route, or even decide to crash into some world famous landmarks, just for the sheer thrill of it.



EXPERT CLASS



CELICA

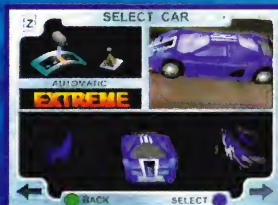
The only Japanese car represented, the Celica has a good blend of acceleration and styling – it's a pity about the dodgy styling and colours



BEETLE

The classic seventies vehicle was made for roads like these. Fortunately this one has been supercharged since then and corners like an eel

EXTREME CLASS



GT40

It accelerates like a rocket but occasionally handles like one too. Certainly a car for the master, the 'extreme' label means handle with care



BUGATI

Personal favourite of mine. Yanks might think Fiats and Minis are for softies but they appreciate a roaring European supercar

I know it's your job and everything!

Get hold of one of the faster cars, slam pedal to metal as you climb up a hill and your car will leap hundreds of miles into the air! Upon making contact with the ground after such a leap, your car won't just be a little bit dented, it will totally explode in a blizzard of red and yellow polygons. Fortunately you can have another one and return to the track, but it will cost you a heap of lost time.

Watch out especially for curves at the top of hills: a nice straight uphill will tempt you to really put the foot down, but if you don't know the track, you could find that over the brow of the hill the road curves away to one side and your car is going to be flying straight into the Bay!

The tracks offer endless variation, with each one offering a sample of the different terrains that abound in the Bay Area. For instance, in one of the tracks, you start off out on the wide highways of Presidio and head into the fog on the Golden Gate Bridge, race on through wicked corners and narrow lanes on the more rural side of the Bay, then down a tunnel back towards the




square junctions and pavements of the downtown area. The rural roads are the most fun to drive upon, but also the most difficult: at one point the road sweeps from left to right by the side of a golf course, with a big solid stone wall waiting for you, should you let the car slide out of control.

But really?

The computer opponents in *SF Rush* are by no means easy to beat. Challenging them in one of the superfast cars seems like a good idea but watch out – cars like the TransAm are quick, but hard to control. You may be better off starting out in the Beetle, simply because it handles like a dream. The VW Camper is basically a bus, which offers beginners a good way to explore the courses, as it does seem to be almost entirely indestructible, but once you learn to handle the speedier vehicles you won't bother with the Camper – until you want to have some fun inflicting damage on your AI rivals.

Friends can also join in the *San Fran* experience, as you can opt for a two player split screen mode to exhibit your intimacy with the tracks and secrets, to the awe and jealousy of your mates. With mind-blowing courses, an amazing array of courses, a wide variety of cars and unspeakably addictive gameplay, *San Francisco Rush* looks set to be a real winner – and a guaranteed must-have for every N64 owner.

A full review of the PAL version will be coming your way in the next issue of *TOTAL 64*, so until then you'll just have to wait with baited breath. Trust me, it's going to be good – after

all (now is the time to show off true gaming knowledge) it's based on a classic pedigree indeed! 

The tracks



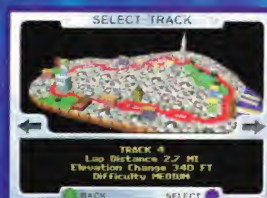
A tough composite of everything that makes San Francisco the groovy city it is, this track has the most incredibly life-like scenery and is almost as much fun to tour around as it is to race around at break-neck speed



This track has many sharp, square corners so it's best to use the pavement to cut the angle. Be careful not to crack into the office blocks though, as they will unforgivingly reduce your car to a ball of flaming scrap metal!



Race up the hill through the famous alternative district of San Francisco. This one calls for serious jumping skills, as there are many peaks and troughs to contend with



Not only endless multiple routes but very tight square corners make it a tough one to master. There's no chance to catch any views as you race through some famous streets and even a park!



Many square street corners and hidden shortcuts make this a tough level, unless you know the track like the back of your hand – one for the more advanced drivers, or the more reckless among you



Race along by the side of the golf course, next to the lighthouse and back inland. This course looks easy at first due to the long straights but it's extremely difficult to be a winner on this track!

The name's Bond, James Bond

**Fancy the chance to win a complete set of Bond movies?
Then don't waste any time and get busy with our Fantastic
Christmas competition !**

Those kind hearted people at Bridge House PR, on behalf of MGM/UA Home Entertainment, have showered us with gifts which number 17 – that's right, 17 Bond films and all in wide screen – which we are now able to offer to the sender of the first correct entry in our Christmas compo!

To stand a chance of winning, make sure your entries reach us by February 6th 1998 at the address given below.



1. What was the evil voodoo doctor called in "Live And Let Die"?

- A. Baron Munchausen
- B. Baron Samedi
- C. Odd Job
- D. Hans Stablo BleauFelt

2. Who was the First screen James Bond?

- A. Timothy Dalton
- B. George Lazenby
- C. Bob Holmes
- D. Sean Connery

3. What distinguishing Feature did Mr. Scaramanger have in "The Man With The Golden Gun"?

- A. Three arms
- B. Two heads
- C. Different coloured socks
- D. Three nipples



Send in your entries on a postcard to:

Gimmie Those Fab Films
TOTAL 64, Rapide Publishing,
1 Roman Court,
48 New North Road,
Exeter, Devon, EX4 4EP

Or you could email your entries to
TOTAL64@rapide.co.uk, putting
'Bond Film Compo' in the subject line.
Good luck!



Employees of Rapide Publishing and participating companies are strictly forbidden from entering. The editor's decision is final, he will not change his mind even if you send him huge amounts of chocolate and promise to subscribe – although it's always worth a try! Winners' names will appear in a future issue of TOTAL 64 – along with all of the usual top news and reviews

TOTAL 64- The Truth

...the whole truth, and nothing but the truth. We take great pride in being completely honest with our review scores, so you can rest assured that you can trust us. After all, we know from experience what it's like to buy a game because of a magazine's 'recommendation', only to get it home and find out it's really a complete stinker!

Picks of the Bunch

This month there has been a bit of reshuffle as we welcome aboard a new staff member, Nathan Coombe – don't worry, he'll be getting his ugly mug in the mag shortly. Also, for the first time ever, you can find out exactly what a top PR exec plays on his N64, thanks to our guest writer, Jason from GT!

Straight in at number one this month is...



Justin 'Hey I'm Tip Top' Calvert

(-) 1. Top Gear Rally
(-) 2. D.K. Racing
(1) 3. Goldeneye
(2) 4. Extreme G
(R) 5. ISS Soccer
Badger:
Dynamite Soccer



Nick 'Bony girl thumbs' Jones

(-) 1. D.K. Racing
(1) 2. Goldeneye
(N) 3. ISS Soccer
(-) 4. Duke Nukem 64
(4) 5. Mace
Blister:
Dynamite Soccer



Nathan 'Slowhand' Coombe

(-) 1. Goldeneye
(-) 2. Wave Race
(-) 3. Lylat Wars
(-) 4. ISS Soccer
(-) 5. Mace
Dermatitis:
War Gods



Ant 'Don't Fink, Feeeeee! Grace

(N) 1. Goldeneye
(-) 2. D.K. Racing
(-) 3. Duke Nukem 64
(5) 4. ISS Soccer 64
(-) 5. Lylat Wars
Mr Braithwaite:
Dynamite Soccer



Jason 'Famous in the 70s' Fitzgerald

(-) 1. San Francisco Rush
(-) 2. Mario Kart
(-) 3. Wayne Gretzky
(-) 4. Doom 64
(-) 5. Duke Nukem 64
Pony 'n' Trap:
F1 Pole Position

91-100%

These are the cream of the crop – any N64

owner that doesn't own at least one of these hasn't yet realised the power of their own console! So if you've yet to experience the likes of *Mario 64*, *ISS Soccer 64*, *Goldeneye* or *Mario Kart 64*... Sort it out!

81-90%

Now we're getting somewhere! These games are the reason you first bought your N64: they're

playable, they look good, and you're not going to be bored of them in a few weeks. The only reason these games won't have scored higher will be because there's another similar game that we prefer, or because the title just lacks that special something that separates an extremely good game from the titles that no N64 owner should be without.

71-80%

Bit of a 'sitting on the fence' score to be honest. It's likely that games in this category

will have had us all thrashing out our opinions in a heated discussion. Differences of opinion in the team are good for our reviews, but are going to mean that some of you will like it, some of you won't.

61-70%

A game falling into this category is probably best avoided. The game might actually have some

redeeming features – or one of the reviewers may really like it – but for the most part these games are going to be an acquired taste at best. A definite game to 'try before you buy'.

41-60%

We've had a couple of games fall into this category, which hopefully none of you will

have been foolish enough to buy. These games might look nice on the box, but will have you considering suicide half an hour after you part with your hard earned cash to get them. If you do really like the look of them then check out our second opinions, but it's most likely that we'll have agreed on a score this bad.

21-40%

We hadn't expected a game to come into this category so soon, but sadly *Dynamite Soccer* has

reached this low. Previous low scoring games, such as *St. Andrews Golf* and *Cruis'n USA*, haven't even reached this level, which goes to show how poor a game must be to reach such depths. Should be avoided at all costs.

0-20%

If a game this bad is ever released then stern questions will definitely need to be asked about Nintendo's

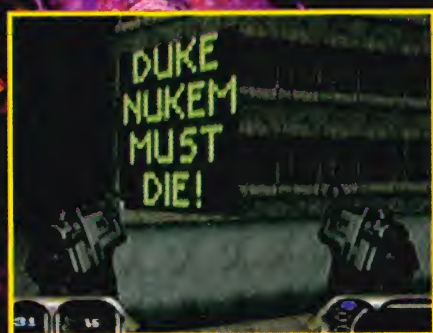
quality control. To be honest, you're unlikely to EVER see a game getting a percentage this low, although some games might slip into this category after a couple of months gathering dust in our cupboard.

new!

The new TOTAL 64 award will be given to those games that have surpassed our expectations. These select few games will have to amass a score of 95% or better to achieve such an accolade.

QUALITY CONTROL
64
SURPASSED

Duke Nu





kem 64

***Duke Nukem* is about to take the N64 by storm in his own unique way. The comic book hero with attitude comes back from a mission to find his home town overrun by alien scum. It's time to kick ass and chew bubblegum — and the Duke's all outta gum.**

For those of you not 'in the know' here's a bit of history for you. *Duke Nukem* appeared on the PC about four years ago and gained its own cult following. As a pleasant change from *Doom* and *Quake*'s dark and depressing

an adult game lovingly crafted by some truly creative people, who were not just bent on producing a game based on a technical engine. It was not a game which started out life as a mathematical equation on someone's PC. It positively oozed quality and will probably be best

slogging through a game as an anonymous space marine, *Duke Nukem* forced a personality upon you, and that personality quickly became part of you. It wasn't long before the *Duke*'s infamous catchphrases became part of your everyday vocab. Even now there are people around the office (myself included) who quote the *Duke* — 'much

Although *Duke Nukem* is not as technically advanced as *Goldeneye* it makes up for it with an arguably better multiplayer game and its black humour

atmosphere, *Duke Nukem 3D* (as it was known in its original form) was a more than welcome addition to the fast growing genre of first person shoot-'em-ups. It was a game of the future:

remembered for bringing a much needed sense of attitude and humour to video games, previously only ever hinted at by LucasArt's point and click adventures. No longer were players confined to



It's those little things...



BLOOD

Shoot the aliens and they will spurt blood all over the place. This clings to every surface, especially walls and will remain there for the whole time you are on the level.



BULLET HOLES

Not an essential thing by any means, but it makes the environment that little bit more realistic. Plus they're always pretty amusing to create.



FOOTPRINTS

Walk through some blood or slime and Duke will leave size 12 prints all over the place. Useful in multiplayer mode – use them to hunt down your enemy.



TOILET

Before shooting out the urinals make sure you're gonna be able to hold it all in until you find the next toilet block... it might be a few levels from now!



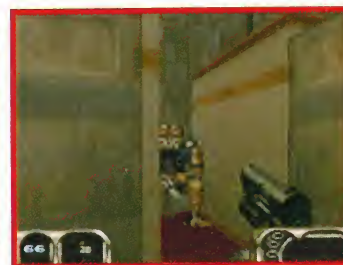
POOL

On level two Duke comes across a couple of aliens enjoying a game of eight ball. Once you have killed them, you can take over and play all by yourself.

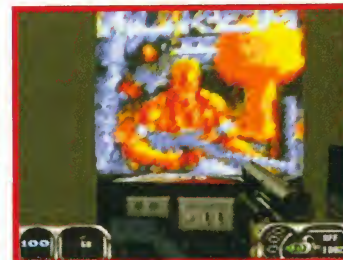


JET-PACK

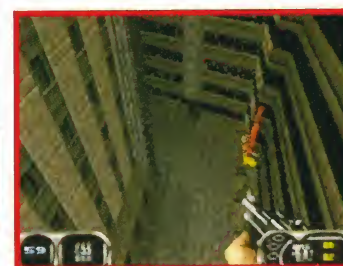
Once Duke has this he can just about reach any part of the level. The inclusion of this can lead to some insane aerial deathmatch battles.



▲ Duke catches an alien on the job.



▲ Even the Duke loves videogames!



▲ Cheers Ant! Plenty of caption opportunities here!

better' (in a suitably masculine voice) is still a personal favourite.

Although the game was largely based on the same ideas we'd first seen in *Doom*, *Duke Nukem* added its own brand of humour. Often parodying the seminal first person shooter, it was a game that didn't take itself too seriously. Beneath all the personality, however, lay an innovative game engine that allowed all manner of gameplay improvements. First there was the jet pack which allowed the play to move to a new dimension, then you were also



able to look around – this feature was especially useful to aim at enemies that appeared above and below you. There were also countless other gameplay tweaks: bullet holes appeared in walls, Duke's own footprints appeared where he had walked through a pool of blood and the game environment was well on its way to becoming fully interactive. You could shoot many of the in-game objects, windows and even scenery. It starts with the Duke just bailing out of his spaceship onto the top of an enclosed roof – where now? The

great thing about *Duke* is that if you're not sure quite what to do or where to go next, then the answer usually lies in shooting stuff! You learn this lesson early on where to escape from the roof, you must blow up some gas cylinders to reveal an air vent. Dropping down, you enter an LA street – and unlike most first person shooters, this street actually looks convincing. There is something which makes playing games set in familiar environments an enjoyable experience.





▲ Fun with one, but get some mates round and you'll soon forget who they are.

(I want a game set down at my local Tesco please).

The environments in *Duke Nukem 64* look very familiar indeed. The Earth

– and this is all just on the first level! This is possibly the main feature that will most endear *Duke Nukem* to new gamers – the huge variety of

Windows 'smash', clocks go 'boing!' (springs inside, you see) and the babes go 'splat' as bits of their bodies fly all over the screen. Gruesome

locations vary from cinemas to prison blocks and include all the details you would expect. Toilets, projection rooms, kitchens; you even start one of the levels strapped to an electric chair! There are also the usual secret areas to find and the coloured key cards which allow you to progress through the level – so no originality there. But you will also find yourself crawling through air ducts, creeping through alien-infested sewers and flying through the city in your jetpack

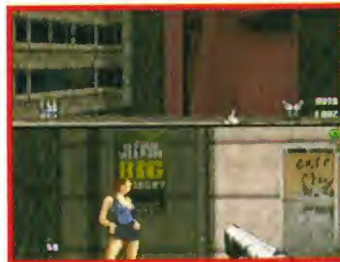


locations and places that you are able to visit.

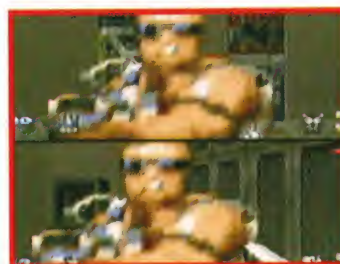
As mentioned above, there is also a great interactivity with the environments. If you see something that you don't like, shoot it.

The chances are that it will explode – windows, clocks, bins and babes all combust nicely with their own appropriately satisfying sound effects. Windows 'smash', clocks go 'boing!' (all the springs inside, you see) and the babes go 'splat' as bits of their bodies fly all over the screen. Now that's what I call gruesome.

It is worth mentioning at this point that the N64 version of *Duke* has been toned down



▲ Wrong choice of weapon Duke boy!



▲ A duke style tete-a-tete.

significantly from its PC relative. This is to be expected, as Nintendo's policy towards nudity is very strict to say the least. You will find 'versions' of the PC's most adult moments – but they have been 'Nintendofied' so as not to offend Mr. Censor. No sex, but plenty of big violence is still to be found in *Duke Nukem 64* – there's loads of blood to be seen and the aliens can die in a wide variety of horrific ways (odd body parts flying all over the shop) but the comic book style of the game means that this cannot be taken too seriously – those aliens deserve to die if they think that they can kidnap all of our women and use them as slaves for all eternity!

Justin's comment

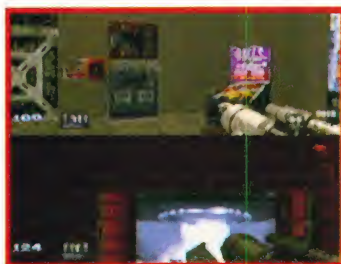
I'm one of the few people in the office who's never really got into *Duke Nukem* on the PC, and after falling head over heels for *Goldeneye 007*, the Duke had his work cut out if he was going to impress me.

I understand that a lot of the PC features such as strippers and 'dodgy' film posters have been removed from the N64 version, but if like me you've never experienced the *Duke* phenomenon, you won't miss these un-Nintendo like features and can concentrate on enjoying the game without having to stop every two minutes to show your mates what's been changed (Miles!).

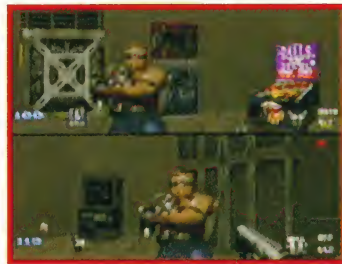
In my opinion *Duke Nukem 64* could have taken the Nintendo by storm had it only been released before *Goldeneye 007*, but with the two of them more or less going head to head for Christmas, I'm afraid there can only be one winner. *Duke* fans won't be disappointed, but most gamers will find James Bond much more appealing.

Hidden Camera

Another feature that only comes into its own when you use it on multiplayer, are the security cameras. Find one of the many terminals and you can check out where your opponent is



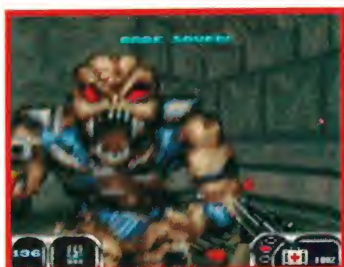
▲ Mmm... pinball machine.



▲ It's MY turn on the pinball dammit!

genre
scores

| | |
|---------------|----|
| Goldeneye | 98 |
| Duke Nukem 64 | 90 |
| Turok | 89 |
| Doom 64 | 85 |
| Mexen 64 | 63 |



▲ Every month Mark manages to get his face in the mag!

Ahh, much better

The graphics do seem to be somewhat confused. The actual environments themselves are extremely well realised in all the glorious 3D texture mapped way of the N64 – but the problems arise with the use of sprites for the enemy characters. They look totally out of place in 3D world and absolutely no attempt has been made to enhance them for the N64. As a result of this, they all look very dodgy on the N64's hardware. The low resolution of these sprites is made worse when you get up close to one and his face becomes



▲ I said NO throwing popcorn in the cinema. The kids of today etc.

an unrecognisable blur. If you stop for one minute and compare the effect to the wonderfully realised enemies seen in *Goldeneye*, then you'd see that there is no comparison and *Goldeneye* wins hands down. This is sort of compensated for by the introduction, to the N64 version only, of rather large polygon-based boss characters.

This begs the question, 'Well why couldn't they have done this for the normal bad guys?' It's not like the

gripe in what is otherwise a beautifully crafted game.

Fortunately all of the original music and (far more importantly) the speech has been retained from the original and, as mentioned above, this is what gives *Duke* his great personality. Try to imagine Dirty Harry crossed with The Terminator and you'll have some idea of who the *Duke* is. Not only is he the baddest mutha in the universe, but he's fun – almost like being there!

You will find yourself crawling through air ducts, creeping through alien-infested sewers and flying through the city in your jetpack – and this is all on the first level!

developers could have the same reasons as *Doom's* – there aren't exactly swarms of pigs running around at the same time. Whether it's a technical thing or a laziness thing, the use of these sprites only slightly detracts from the game as a whole and to be perfectly honest, this has got to be seen as a minor

So now *Duke Nukem* makes his first appearance on the N64, and with stiff competition from both *Goldeneye* and *Doom 64*, how will he fare? Well, pretty damn well actually.

The story behind *Duke Nukem* is all pure comic book stuff. On returning to the Earth from an all-out war with



▲ Take that evil sprite! And don't come back 'til you've got polygons.

The right to bare arms, the right to arm bears...



PISTOL

Duke's standard weapon is the Pistol. Fires quickly but you have to reload every eight shots. Not a powerful weapon



GRENADE LAUNCHER

As the name suggests, it fires grenades. Big, handy explosive and highly deadly grenades. Ideal for long distance death dealing



SHOTGUN

This is more like it. A couple of blasts of the automatic shotgun are normally enough to make mincemeat of those aliens



SUBMACHINE GUN

Anyone familiar with the films of John Woo will take great satisfaction from using these – double first gunfight action



EXPANDER/CONTRACTOR

Depending on the type of crystal inserted, it will either inflate or shrink your enemy. Great for stepping on small *Dukes*



MISSILE LAUNCHER

Originally the RPG in PC *Duke*, this thing can now fire heat seeking missiles, which makes it more than a bit tasty

Politically correct?

There have been a few changes from the original PC version. Most of these were self imposed by the developers, who know just what Nintendo are like when it comes to nudity in their games



The trapped 'babes' have been replaced by Ripley look-a-likes



Gone is the strip bar from the original, instead we get a mechanics yard



In the peep show booths the films on offer have been toned down a bit



The dirty book shop has been replaced by a gun shop

alien scum, *Duke Nukem* finds that they have invaded his home planet and now intend to enslave every woman on the planet. Obviously, the *Duke* is not best pleased with this – especially when they shoot down his ride, so he sets about sending them all back to where they came from, and with a rather large pain in the butt for their troubles.

Come get some

Quite surprisingly the conversion has stuck closely to the original with only a few gameplay tweaks that don't really make it a new version of the game. The *Duke* still runs, jumps, crawls and flies in the same way and the level design is almost identical to the PC version.

This is not necessarily a bad thing, as the original level design was always one of the best things about *Duke*, and the game's still funny too – with good old *Duke* wisecracking his merry way around the levels.

I Don't have time to play with myself

The one player *Duke* has always been great but where these sort of games really excel is in multiplayer and *Duke Nukem 64* is no exception – it may even be better than *Goldeneye*! You have the option of playing the one player game in a cooperative mode and this really is great fun, it's just like being Starsky

Duke's huge array of weapons makes him one mean mutha. The sheer variety of these weapons makes a mockery of those found in *Doom* and some of them can only be found on the N64.



PLASMA CANNON

Can fire single shot bursts or be charged up to fire one massive bolt. The result of this is something similar to the Chronosceptor in *Turok*



TRIPBOMB

Attach one of these to a wall and they emit a laser tripwire. Anyone or anything who breaks this ends up as a bloody stain on the floor

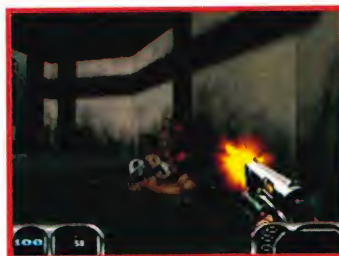


BOOT

When he's down to no ammo, *Duke* resorts to putting the boot in. Never underestimate the power of a well-laced Doc



▲ Big guns and explosions...



▲ The cornerstones of any great game!

and Hutch, Bodie and Doyle or even Cagney and Lacey, making your way through the levels covering each other and taking out the bad guys.

You also have the option of playing a deathmatch with up to four people. You can select from all of the one player levels – that's about forty or so – and there are another four which have been specifically designed to be deathmatch levels. These are very imaginatively constructed – there's one based on Dr. Frankenstein's castle and another on a pirate ship.

Just the fact that there are so many multiplayer levels to choose from means that *Duke* leaves *Goldeneye* in the shade. And all the levels are so well designed that they work perfectly in deathmatch. There is always a place to hide – be it in an air duct or in a skip – so you can spring out to surprise your opponents and the jet packs and surveillance cameras help bring a new dimension to the proceedings.

Although this game is about four years old, it is still another welcome addition to the ever-growing catalogue of first person shoot-'em-ups, available on the N64 and the innovative level design and general added attitude and humour of the game make it stand out from the crowd.

Although *Duke Nukem 64* is not as technically advanced as *Goldeneye* it makes up for it with an arguably better multiplayer game and its black humour. If you fancy yourself as a bit of a hero and a comedian to boot, then buy this game, you won't be disappointed. **C1**



verdict

| | |
|------------|--------------------|
| Name: | Duke Nukem 64 |
| Publisher: | GT Interactive |
| Developer: | 3D realms |
| Players: | 1-4 |
| Released: | Out Now |
| Game Type: | 1st Person Shooter |
| Version: | US |

graphics

Let down by using sprites as enemies

80

sound

Brilliant use of speech and good sound effects

79

playability

The multiplayer game is a worthy rival to *Goldeneye*

90

overall

90

Mischief

The latest platformer on the N64 is *Mischief Makers* but does the Nintendo really need a 2D platform game when it has *Mario 64*?



Back in the days when the 16 bit consoles, like the Sega Megadrive and the rather cool Nintendo SNES, were going head to head in competition to produce the best, most humorous, most stunning and most playable new platform game, Nintendo had a wild card in the form of mode 7. This plus a well composed cartridge, complete with stunning graphics, sounds and frantic head-on turtle bashing, decided that *Super Mario World* would be the eventual winner.

The now long-forgotten mode 7 chip that helped to produce this audio-visual masterpiece gave unparalleled depth to gameplay. With its ability to warp, rotate or bend any object but still keep it in the correct perspective it certainly proved to be a valuable piece of kit – whilst the Sega hedgehog game, *Sonic*, could boast speed and fast action, it still fell before the might of Nintendo's Brooklyn plumber.

Anyway, that was 1991 and now it's 1997 and we have a new character, a new Nintendo console and, of course an entirely new chip-set to play with – and this new game may mark the comeback of the good old fashioned left to right platformer.



▲ Grandpa, lend us a tenner!



▲ My Fiat Panda is faster than that

You may know *Mischief Makers* as *Go! Go! Trouble Makers* (or *Yuke! Yuke! Trouble Makers* as it is in Japanese) but whatever it's called, in this day and

In this day and age when 3D seems to be the way forward, it seems a little odd to release a 2D platformer...

Starring...



MARINA

The main character is Marina who is a cybot and an assistant to the old professor who is always getting kidnapped. She is a truly mighty heroine



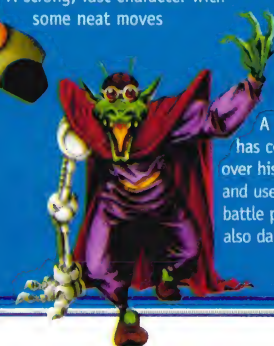
PROFESSOR THEO

Grumpy old codger who is always getting himself kidnapped and then looking to Marina for help. A bit old and a bit sad really



TERAN

One of the only true goodies left on Clancer and always there when Marina needs him. A strong, fast character with some neat moves



MIGAN

A nasty man who has complete control over his son's actions and uses him for battle purposes. He also dabbles in magic

mischief makers



▲ And There was me wanting the yellow brick road

age when 3D seems to be the new way forward, it seems a little odd that Treasure are releasing a 2D platformer for Nintendo's grey beast. Still, ours is not to reason why...

Mischief Makers starts off in a far away magical land, which is also in a far away magical galaxy, as per usual. What's unusual is that you get to play the heroine – yes, a heroine: a green

haired, cod-fish eyed femme fatal called Marina – who is, incidentally, also an Ultra-Intergalactic Cybot-G (of course)!

You're only doing this out of sprite

When you first put the cartridge in and turn it on, you may think "hang on – this looks like a SNES game." This would be due to the way that the levels are composed of only four layers of parallax scrolling and the way that all



the powerful chips inside our wonder machine have not been used to produce any of the normal cool multi-layered, multi-textured and anti-aliased graphics that

we have come to expect from N64 games – quite the opposite in fact.

The first level is initially fairly good fun, but then the horrible realisation hits you – you've seen it all before on the early 16 bit systems. Although the little touches like being able to jet around the stages bashing, picking up and shaking baddies so that they drop objects are original and novel, when



Russ' comment

Am I in some kind of time warp? I must be because I've just played a 2D platformer! That's right, *Mischief Makers* is a 2D game and to make it worse it is on the most powerful console available. If this game was on the PlayStation, I could forgive the lack of the third dimension but on the N64... I ask you. That said, if you can get past the 2D thing the game has lots of nice touches and as Nick says, some original ideas, but in the world of *Mario 64* and the forthcoming *Banjo-Kazooie* this title looks well out of date. Save your money for a game that deserves to be put in your machine



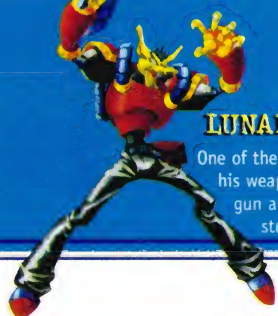
MERCO

Half bird, half man. He is very strong and has a good weapon in the form of The Phoenix Spear



LUNAR

One of the three main generals. He wields his weapons of choice – which are the gun and missile launcher – with stunning accuracy



TARUS

He is extremely strong and not to be messed with, even though he looks like a chimp



THE CLANCERIAN

The weird people who live on Clancer. In their language everything must begin with the word "Clan" – how odd!



Nick's comment

I never thought I would see the day when a 2D platformer would make it onto the N64, but here it is and it's not too bad either. *Mischief Makers* actually makes a refreshing change from all those 'mad' 3D games – at least my eyes don't hurt anymore! The game is typically Japanese and quite confusing at first but if you bear with it you'll find *Mischief Makers* a rewarding game. Tons of original ideas (something of a rarity in a platform game) and some mad Japanese stuff makes *Mischief Makers* worth a look if you can't wait for *Yoshi's Story*.

it comes down to it, *Mischief Makers* is just not the kind of game that we need on a next-generation console.

Character interaction plays quite a large part in the make-up of *Mischief Makers*, and is sometimes essential to progress at all – not because the plot says so but because you haven't got a clue what's going on. For the first hour that I played it, I spent all my time just shaking the bad guys around and boinging them across the screen.

The anime intro is quite funny and serves its purpose to reasonable effect. Even though it doesn't make a great deal of sense, it does give you a good idea of the plot and introduces you

are also little cut-scenes in between the stages, which gradually help to give you clues as to what you must do and how to control Marina.

Stage an assault

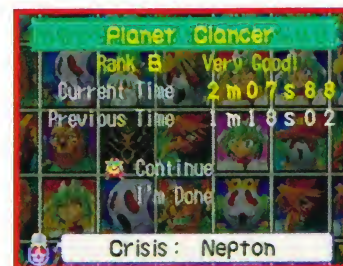
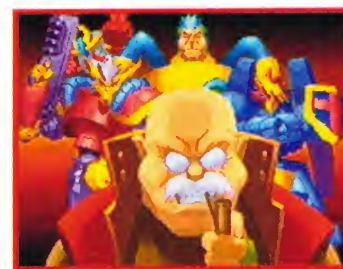
Visually the first stage is poor, with bland colours and very tweezy music but if you persevere, once you get off the first few stages it soon becomes increasingly obvious that this has got original ideas and in some places is good fun to play. Nothing great in the way of visuals happens until the

There's a grand total of 50 stages to complete – and some are guaranteed to cause the mind to boggle!

to the Clancerians (the very strange inhabitants of Clancer) with whom you must communicate throughout the game. There

end of the first set of stages, where you must pick up and shake a character called Teran, who will then turn into a sort of block man, this will enable you to clear the level with great ease and thus progress to the big boss – a sandworm.

When you reach the second level the N64's abilities are used to more effect, with some huge plumes of fire and magma soaring overhead, and the stage backgrounds also gradually appear to become more three-dimensional, with some more layers of scrolling in the background – and



these graphical improvements continue throughout the game.

It should be mentioned at this point that *Mischief Makers* does only have five levels but as each of those five levels is split into ten stages, that makes a grand total of fifty stages to complete – and some are guaranteed to cause the mind to boggle and blood vessels to burst! Look out for sections where the screen rotates at a hectic rate of knots, inducing an odd dizzying sensation – it's all good wholesome fun and works well.

You have no control over me!

The control method at first is – to say the least – a difficult one to master and for a while you'll just be fumbling around the stages in a very haphazard



▲ Help, help, I've split my trousers and a green haired girly is on my head



▲ Here's proof kids, drink driving does wreck lives, aswell as houses

If it moves kill it!

Just look at how agile Marina is and the grace with which she moves



THE SHAKE



THE TUMBLE



THE HOVER



THE SLIDE



▲ This is quite a common sight, a giant beachball with a face attacks me

manner, because unfortunately there is no custom control option or even an options menu. The game does teach you new controls as you progress on though the levels, in a similar way to how *Mario 64* goes about it. If you're willing to give it a chance, it's not all that bad and after an hour or so you'll be darting right around the stages and smashing the baddies like a pro.

For some reason you are asked to input your name, your gender and age – none of which bear any relevance to

the game but they do appear on the save game screen. It's possible to save a maximum of two games at any one time and when your character dies it shows you the total number of days, hours, minutes and seconds that it's been running from that save point!

Overall *Mischief Makers* actually plays quite nicely, with a few neat graphical touches on later stages adding a bit more depth, but the most appealing element though is the warped humour of the developers. After picking up a bad guy you can vigorously shake him to get crystals, or punch him, throw him across the screen, juggle him up in the air, bounce him on the floor or drop him on flames. For some bizarre reason, if you chuck him into the fire he'll continue to walk into the same flame until you exit the area.



▲ This is no time for basketball antics



▲ This is better than the fairground

Music To Your Ears

Music is an important factor, because like the graphics it sets the mood for a game. The music in *Mischief Makers* is sadly very bland and you'll soon get the sensation that you're just hearing the same tune stage after stage, level



▲ Oh dear, nowhere to land. Uh Oh



▲ All I did was wash and go



▲ Of course you are, be serious

after level. The voices are good though, with "shake, shake" and "hoojibooboo!" being the coolest phrases. Sadly the sound effects aren't as fab, with tiny explosions and punching noises that sound about as noisy and impressive as somebody cracking a few eggs into a bowl.

Basically *Mischief Makers* seems to be one of those games that you really need to play for a while to get into the swing of things but unfortunately its awkward controls may act as a big deterrent to newcomers on the Nintendo 64 scene. If, however, you can bear the music and are willing to give it a chance, it could prove to be hours of fun in the long winter nights. As for me, I think I'll be waiting for *Yoshi's Island 64* and *Banjo-Kazooie* for my Christmas fun. (E)



verdict

| | |
|------------|-----------------|
| Name: | Mischief Makers |
| Publisher: | Enix |
| Developer: | Treasure |
| Players: | One |
| Released: | Out Now |
| Game Type: | Platformer |
| Version: | US |

graphics

Nothing very original but they are adequate

75

sound

Best played with the volume turned down

60

playability

aimed at a younger audience but plays well for the young at heart

83

overall

72

Diddy Kong



So you thought *Mario Kart* was the definitive racer on the N64? Well you were wrong weren't you. HA! Nintendo's surprise release of the Christmas period is about to take the world by storm, and it stars a monkey! Oh, how I love monkeys... Welcome to the wacky, wonderful world of *Diddy Kong's Racing*.

Only Nintendo would have the nerve announce a major title just three months before its release. Previously shrouded in secrecy, *Diddy Kong Racing* has been two years in the making and is now set to be the big N's major release this Christmas. With *Banjo-Kazooie* put back until March and *Zelda* delayed until the New Year, Nintendo are expecting big things from *DKR* and are spending \$10 million in promoting this game in the States this Christmas – that's the largest amount ever spent on advertising a single game in Nintendo's history. *Diddy Kong Racing* is also the first Nintendo game to have achieved an almost simultaneous release on three continents – there is a week between the shipping of Japanese, US and European carts. This fact has got to have something to do with the fact that the game comes from Nintendo's own favourite software house, the UK based developers, Rare.

With a back catalogue of such quality titles as *Blast Corps* and *Goldeneye*, it seems that Rare are the only third party developer

ing Racing



▲ **Nessie, disappointed with her cameo role, turns her back on the cameraman and attempts to put a stop to the race by lumbering across the track!**

that can even come close to matching the quality of software from NCL. Indeed their involvement with Nintendo goes back much further, right back to the *Donkey Kong Country* games on the

SNES, which gave a new lease of life to the quickly fading old machine via some spectacular graphics and classic *Mario*-style gameplay. Indeed, when that game was first unveiled people

were shocked to find that it was running on a SNES and wasn't a game in development for the then titled *Ultra 64*. It is from this game that the main character in Rare's latest offering comes – that cheeky little monkey, *Diddy Kong*.

**I'm Diddy,
I'm-a-gonna
win!**



The uninitiated will no doubt comparisons with *Mario Kart*. It – on the surface *Diddy Kong Ra* looks like an attempt to emulate success of *Mario Kart* but with a target audience of under-five (or those with mental



▲ **Is it a bird? Is it a plane?**



▲ **Need some balloons for those mate!**



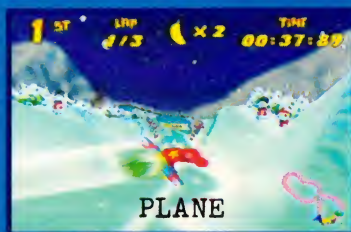
▲ **A disappointing result for Tee...**

Flying, hovering or kartin'



HOVERCRAFT

Handles very much like the jetskis in *Wave Race* but can travel over land or water



PLANE

Can be great fun to fly – but if you hit a wall then you'll stop dead



KART

Handles almost identically to the karts in *Mario Kart*

What a bunch of freaks!


TIP TÜP

This thing is a turtle. When other characters crash into Tip Tüp, he goes into his shell. Ha


DIDDY

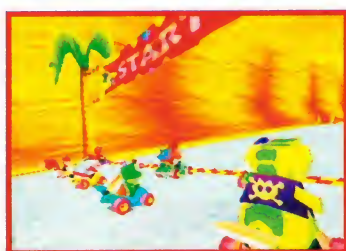
This monkey boy thinks it's funny to laugh at you when he overtakes. Chew on my missile, monkey nuts!


KRASH

Krash the Crocodile from the *Donkey Kong Country* is the game's 'meanie' and has a gruff voice to prove it


TIMBER

Timber the Tiger is probably the only character that I can stomach



▲ And their under starter's orders...

ages of five, like the TOTAL 64 team). But dive a bit further into this game and you will see that it has much more to



▲ ... yes, and it's Go! Go! Go!

make something entirely new from the racing genre. A lot of thought has gone into the one player game's mechanics



▲ Ooh! He's taken that a bit wide

living quarters. For example, in Dino Domain you face a triceratops and in Sherbert Island you must race against an octopus. If you can beat these guys then you not only get a balloon for your troubles, but you will be told to go back to each course in that world and collect eight silver coins. The silver coin challenge is an ingenious way to get you to master the courses and is suitably difficult. Not only must you get all the coins but you still have to

With the Nintendo games market starved of quality titles, Diddy Kong Racing is destined to become one of the biggest hits of the year

offer. To start with the one player game takes a totally different approach, which takes the form of a 'racing adventure' that is far closer to *Mario 64* than the plumber's racing game. This stems from Rare's initial brief to

and as such it offers you something totally different from what you would expect from this style of game.

You start the game in your kart in the middle of Wizpig's world (Wizpig is the game's Bowser-type character) and you are able to drive around to different areas to access the different races. This works in a similar fashion to the castle in *Mario 64*: you collect a balloon for winning each of the races, which allows you access to more courses – for example you need six balloons to enter the door marked with a six and so on.

But winning all of the races is just the beginning. When you've completed this task in one of the areas then you have the opportunity to race the area boss. These characters take on a form that you would expect from their



▲ Love them or loathe them...



▲ ...you just have to play with them!



DKR features some of the most cutesy cutesy characters ever seen in a video game. Don't worry, after a while you'll learn to hate them all



CONKER

Making his first appearance in a video game is Conker the Squirrel, soon to be the star of his very own



BANJO

Banjo thinks he's a bit special because he's got his own game coming out soon



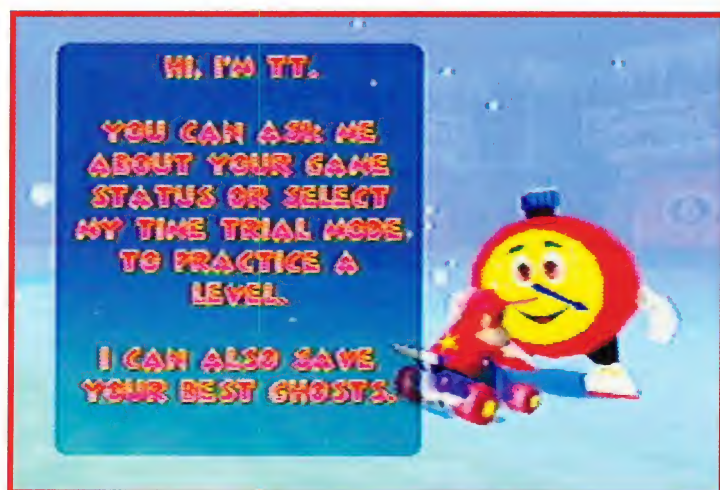
PIPSY

Pipsy is the sweetest, most loveliest mouse you could wish to meet. Excuse me while I go and be sick



BUMPER

We really don't understand Bumper the Badger. I mean, he looks like a badger, but what is he trying to say to the world?



▲ TT boasts of his wide range of abilities to Diddy, who would obviously rather be racing than stuck listening to a giant clock with an ego problem

win the race, and most of the coins are in out of the way places. This can be extremely frustrating but is completely addictive and has the mark of a great game: grown men shouting obscenities at little computer people and throwing the controllers at the wall. Arrrrgh!

When this task is complete you must face the boss again to win a piece of an amulet off him. Get the four pieces of amulet and you will get to fight the main boss character, Wizpig.

Now this is not all the game has to offer. Completing a world will give you an option to enter a Trophy Race

(just like a *Mario Kart* grand prix) and gaining a gold trophy will then open up even more of the game. In each of the 'worlds' there is hidden, on one of the tracks, a secret key that will open the door to the worlds' battle arena – the first of which is a cool flying game



where the winner is the first one to collect and hatch three Pterodactyl eggs. Four players compete in a mad egg snatching frenzy of a fight. Win the battle and you gain a piece of the T.T. amulet – this will eventually open up another area. Completing various stages of the game opens up more tracks, so you always feel that you working toward a goal.

Planes, karts and automobiles

Even after a small amount of racing, the first part of the game that differs from *Mario Kart* will open up and you will experience racing in another of the three vehicles. Apart from the first few kart races, there are also the hovercraft and planes to race. Initially you are restricted to the choice of vehicles by the course you are on but as you progress, and complete more courses, a choice of vehicle is up to you. The majority of the courses are multi-vehicle, and as such can be raced with any of the above vehicles – with planes against karts against hovercraft, each with their own very distinctive feel.

The control of the various craft varies greatly but still manages to retain an instinctive feel. The karts behave in a similar manner to that of the cars in *Mario Kart* but the planes bank and roll and the hovercraft react realistically, skimming over land and water alike.



Nathan's comment

At first I thought that this was going to be a simple update of *Mario Kart 64*, but I dug a little deeper and found something very different. It relies in some ways on *Mario Kart* – this would go without saying. However, when you get a bit further into the game you realise that there is much, much more. The adventure mode is absolutely awesome fun, with loads of missions to accomplish and tasks to complete. The multiplayer modes are also very good, with players being able to choose between a plane, a hovercraft or a car. If you don't own *Mario Kart* then get this, if you do own *Mario Kart* then get this anyway.



Blast him!

Unlike *Mario Kart*, the power ups aren't random. Each of the different coloured balloons has its own we for example, your weapon will upgrade from Rockets to Homing Missiles to 10 Rockets. The same is true



ROCKETS

A single, forward firing rocket



HOMING MISSILE

These things will lock onto their target



10 ROCKETS

As the name suggests, you get ten forward firing missiles



BOOST

Gives your kart/hovercraft/plane a short burst of speed



Justin's comment

Mario Kart meets *Mario 64* as Rare prove once again that they are capable of making the 64 do things that other companies can only dream of. The single player mode is a vast improvement over that in *Mario Kart 64*, with the player having to complete many and varied tasks to earn extra tracks to play with in the multiplayer mode – genius! Unfortunately I think the multiplayer mode doesn't quite have the same appeal as that in *Mario Kart 64* because although the tracks and characters are just as imaginative, there just aren't enough weapons to go round. The idea of collecting upgrades for existing weapons such as turning a normal missile into a homing missile is good, but at the end of the day it just isn't the same as having three red shells in *Mario Kart 64*. Out of room... buy this!



▲ By far the favourite vehicle of the team, the plane is not only good for racing, but great for exploring in the adventure mode



The water levels are reminiscent of *Wave Race*, with the water undulating and affecting the race in a very similar fashion, although not in quite such a dramatic way. Other levels take place in haunted woods, inside volcanoes and in strange fairytale type villages; each offering great variety and a great test of your driving skills

Visually *Diddy Kong Racing* really is absolutely stunning and reminds me very much of *Mario 64*. This is partly down to what Rare call 'Realtime Dynamic Animation' technology, which allows the tracks to be drawn far into the distance and eliminates the use of fogging to disguise pop up. There is a great attention to detail with the use of texture maps and the game has a Japanese feel to it, with some great characterisation. The game's participants have been superbly animated: they reach down to honk their horn and

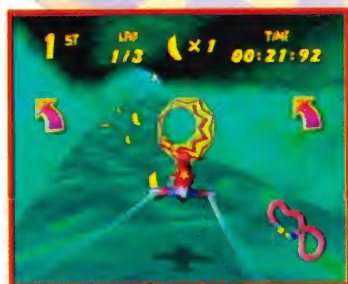
even look over their shoulders when you reverse.

What a clever little monkey!

Diddy Kong Racing has some of the most advanced computer AI I've seen in a racing game. All of the characters individually react to the race, they fight amongst each other, attempt to gain power ups and even use them as

would a human opponent. There have been plenty of times when I've been shot right up the rear with a homing missile, just as I was about to cross the line, and the opponents even drop mines and oil slicks in strategic places such as in front of speed ups and underneath balloons. This has got to be the closest any game of this genre has got to simulating human opponents.

The weapons in *Diddy Kong* (hey, we couldn't have a Nintendo racing game without projectiles now could we?) are all collected via a series of balloons. The colour of the balloon



apon. Every time you burst a red balloon, for all the power ups



MAGNET

This will lock onto your nearest opponent and drag you towards them

directly relates to the power up inside and collecting balloons of a similar colour will upgrade your weapon. So, if you collect two red balloons in a row then you will go from a bog standard rocket to a homing missile – and beyond. If you collect a different balloon than the one you have in your possession, then your weapon will change to a new one.

Sound in *Diddy Kong's Racing* is something of a mixed bag. Typically-Japanese video game anthems are interspersed with some excellent use of speech, which really enhances the characterisation in the game, particularly with the voices of the boss characters. Fortunately you can opt to turn off



well, with loads of great banter going on between characters. Overall, it has to be said that *Diddy Kong* does make excellent use of the limited audio capabilities in the N64.

As you would expect from a game of this type there is also an extensive collection of multi-player options. Many of these will only become available to you as you progress through the one player game, and they include some inventive takes on the *Mario Kart* style battle mode. Typically there are fights to the death, but on one of the levels your task is to collect and hatch three Pterodactyl eggs whilst fighting off your fellow 'hatchers'.

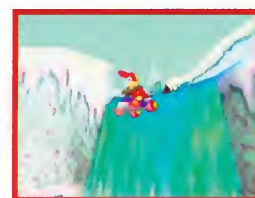
Once again Rare have proved that they alone can get the best out of the N64

the music, which in all honesty is so sweet and sickly it begins to grind the ears like a big cheese grater. Some of the in-game samples work incredibly

All the other arenas each offer a different experience – on land, on water and in the air. The versus game is as good as anything to be seen in *Mario*



▲ Diddy's all on his own at the back – what an unpopular loser he is!



Kart, taking full advantage of *Diddy Kong's* brilliant course design to allow each player to join the race in a different vehicle. Playing planes against hovercraft against cars can be great fun – and each of the courses will favour one of the three vehicles, so more experienced racers can still race against novices by deliberately giving themselves a vehicle 'handicap', as it were.

With the Nintendo games market starved of quality titles, *Diddy Kong's Racing* is destined to become one of the biggest hits of the year. Once again Rare have proved that they

Mario Kart or Diddy Kong Racing?



Comparisons between this game and *Mario Kart 64* are inevitable but *Diddy Kong's Racing* comes out favourably, with much more emphasis placed on the one player game – which in *Mario Kart* was something of a let down. Graphically *DKR* is far superior, with superbly animated characters drawn from polygons as opposed to the '3D' sprites found in *Mario Kart*.

The brilliantly designed courses and choice of vehicles makes *DKR* significantly different from any other game of this genre. This is the game that *Mario Kart 64* should have been



▲ Not laughing now, are you Diddy!



▲ What I wouldn't give for a red shell!

The Worlds



This is where you start your adventure, the courses are mostly land based and, surprisingly, feature some huge dinosaurs



Most of the watery levels are to be found here – hence the use of an aquatic mammal's name in the title



As you would expect, this world contains all of the snowy courses



This a fantasy land with windmills, ghosts and a fire breathing dragon as a boss



▲ You certainly wouldn't catch Kermit the frog getting off with that one



alone can get the best out of the N64 and although this may be a good thing in the short term, it puts great pressure on them for the future. It begs the question: where else will the quality software come from? From NCL themselves? Well, yes but people cannot expect these two companies to keep produce good quality titles in a reasonable quantity.

Diddy Kong Racing is recognisably an extremely polished title, and one that demonstrates just what can be done with the N64, when it's actually in the hands of someone who knows what they're doing. This title marries inventive game design with some truly outstanding graphics to produce one of the most playable

games of the year – but I still have my reservations.

Although *Diddy Kong Racing* is a significant step away from the *Mario Kart* formula, the basic gameplay is perhaps just a bit too familiar to make people who already own *Mario Kart* keen to buy this game.



DIDDY KONG RACING

True, the advent of the three vehicles adds a great deal to the already tried and tested gameplay and the new style of the one player game gives the game a dimension never seen in a driving game before.

Also, with the game being aimed firmly at a younger audience, it may



The game's participants are superbly animated: they reach down to honk their horn and even look over their shoulders when you reverse.

well turn out be too easy – we played it non-stop over a weekend and got a significant way into the game – but then that's the sort of game *Diddy Kong Racing* is.

All reservations aside, there's no denying that this is really a quality game. Once you've first picked up that controller it will take a strong man to tear it away from you. The multiplayer option adds a longevity that rivals – and might even exceed – that of *Mario Kart*. With four inventive battle modes, grand prix, time trials and of course the traditional versus race, *Diddy Kong Racing* should see you happy well into the New Year and beyond. **(H)**



▲ Snow never looked so good!



verdict

Name: Diddy Kong Racing
Publisher: Nintendo
Developer: Rare
Players: 1-4
Released: Out Now
Game Type: Racing Adventure
Version: UK

graphics

The visuals are beautifully realised

95

sound

The sickly sweet tunes will annoy after a while

80

playability

Inventive and addictive – we love it!

94

overall

95



NO POLICE...NO CAMERA...JUST ACTION...■

OFFENCE: EXCESS SPEED...■

REC



64

BIT POWER

94

MIL. SPEED

3D

ENVIRONMENT

STEREO SOUND

PRECISION CONTROL

MULTI-PLAYER

DATE: 12.12.97



SPEED: 176mph

FOUR PLAYERS, EIGHT SUPER CARS, SEVEN TRACKS, FIVE RACING MODES...■

AND THE NEXT BEST THING TO HAVING ONE PARKED IN YOUR DRIVE...■



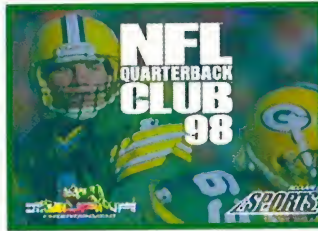
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NFL Quarterb

Ever wondered what it would feel like to take the Washington Redskins to the NFL Final, or be in the last down, 30 seconds before the final whistle and tossing a touch line pass that clinches victory? Here's your chance to find out...

Justin's comment

Until American Football games started appearing on consoles I wouldn't have known a touchdown from a hole in the ground, but after playing *Madden* games on my SNES for hours on end I became quite a fan of the sport. *Quarterback Club '98* basically takes the tried and tested gameplay formula of the *Madden* series, improves upon it, tarts up the graphics, adds plenty of new options, and kicks the competition for a field goal.

Anybody who's ever enjoyed an American Football game will absolutely love this game, but unfortunately for Acclaim I think most NG4 owners (at least in the UK) will be sticking with *ISS 64* to satisfy their ball habit

What next generation console would be worth its salt if it didn't have an American Football game? On the humble Sega Megadrive and SNES we had *John Madden's Football*, which was one of the most user friendly and addictive games around and this has spawned a hundred sequels (well maybe not that many, but quite a few) on many other formats such as the PlayStation and PC. In my opinion none of these has



matched the vigour of the original title, which I did like – even though I hate American Football.

The gladiatorial dress of American Football has always been the main thing that has deterred me from all games of this genre. Wearing a crash helmet and shoulder pads doesn't quite seem like a bonafide form of sport to me but hey, all those Americans must have a point – after all it is still one of the biggest sports over in the land of the rising burger bar.

As you can imagine, with this one directional view in mind I was not overly enthusiastic about *NFL Quarterback Club '98*'s arrival in the office, but with an ever open mind I played. I tested it, played a bit more and then I tested it again, just to make sure that I was fair in judgement on the first occasion.



▲ Where's the ball gone? I don't know



▲ Boring, I'm going home with my ball

12...24...46... Hut..Hut..

The first thing that will hit you when you try to play *NFL Quarterback Club '98* is the phenomenal amount of game options and different game modes that you are faced with. These range right from simple quick-start games to fully blown playoffs, simulation modes, player profiles, NFL play, tournaments, injury stats, cheat screens, standings, schedules, management rosters – and loads more besides! The list is almost never-ending: almost every fan's taste – whether it's the management side,



ack Club '98



the playing side or even your Dad wanting to relive his favourite team's past glories – will be catered for here.

The developers are the same people that brought forth *Turok: The Dinosaur*

Cardinals, but each team has its own set of abilities and custom plays.

Once you get into the main game and into a match of some kind, you will notice the incredible attention

The game allows up to four players to compete against or with each other in any of the play options that have been listed.

Hunter, namely Acclaim's Iguana Studio and that can't be a bad thing, because *Turok* had impressive visuals, top sounds and awesome playability, so something special awaits.

Choose your team

As you would expect, there's a wealth of teams available, some of which are very good and others which you just won't play because their logo looks so sad. My personal favourites have to be the Dallas Cowboys and the St. Louis

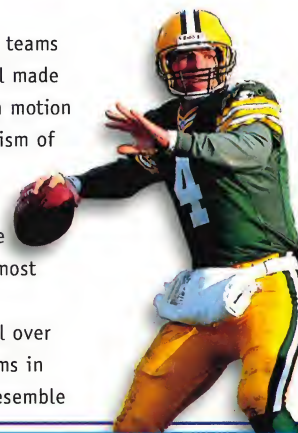
Cardinals, but each team has its own set of abilities and custom plays. Once you get into the main game and into a match of some kind, you will notice the incredible attention

I must mention the fact that there are over 1500 NFL players that you



can choose from and over 30 teams to play as. The players are all made up of polygons and have been motion captured to enhance the realism of the animation – this was provided by Adrian Murrell the star Running Back for the New York Jets – this is also most impressive to watch.

Additionally there are well over 25 large 3-D rendered stadiums in which to play, and they do resemble



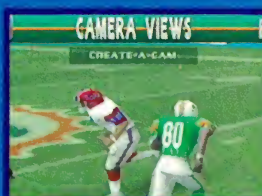
What's your angle?



SIDELINE CAM
Exactly what it says



COWIE CAM
A mid-range camera but too far back for my liking



CREATE-A-CAM
A custom camera option



ACTION CAM
Will always keep you close to the action



QBC CAM
Quarterback camera chases the quarterback around



BLIMP CAM
A sky-bourne camera that relays an overhead view of the action



▲ Imagine if the players took off their shirts at the end of the game and were really that shape underneath. Yuck – triangle armpits



▲ That's your career down the plughole



their larger counterparts quite well. The graphics are all anti-aliased, motion blended and use real-time rendering to achieve their smooth quality.

In this game we have the highest resolution that has been seen on any N64 game which is 640 x 480 – for those of you who don't know what that means, basically the graphics are crisp and far more well-defined than on any other game.

Each of the star players has their own "after touchdown" signature move as well as having custom plays that are only relevant to their team, this is because *NFL QBC '98* is the only

American Football game on the N64 to be granted a license by the NFL.

When a player is the recipient of a particularly brutal tackle they sometimes get injured and as a result the rest of the game may be in jeopardy, so you will have to use your strategic skills to decide who will take his place on the field.

Still on the management side of the game, you can also buy, sell, swap and even make your own players and teams up – and you get to play bank manager as well

Also included are an additional 50 historical and custom games, so you can replay those classic moments and also create new situations. The sheer volume of user definable options is, to say the least, staggering.

Does it sound good? No comment

The sounds used are very typical of an American Football game: the grunts, the groans and 'hut-huts' are all there. There is no music during gameplay but that's probably for the best, as it would only serve as a distraction. The effects that are in the actual game are used to a good standard – it's nothing that couldn't be done on a lesser machine but remember that this is an American Football sim, so I wouldn't expect the Spice Girls as a soundtrack.

NFL Quarterback Club '98 is another rumble pak extravaganza and when you get tackled the reaction of the pack is surprisingly effective. Each bump and shunt can be felt via your joypad – which does add the extra element of depth that was missing from previous

football games. It may seem odd that a sports game should make use of such a product but then again, why shouldn't it?

NFL Quarterback Club '98 does have extremely good playability, with the players all reacting quickly to the button commands, and there is no sign of slowdown or nasty glitches. With the rumble pak option there for 'extra oomph', it becomes a must-buy for fans of the sport, and even for people who want to try something a little different

We all know that any new American Football game coming onto the market will instantly be judged against the *John Madden* games and in this light *NFL* does hold up very well – and I would say this even surpasses *John Madden* in most categories and wins hands down, simply because of the amount of options to play with. **90**

verdict

Name: NFL Q'Back Club '98
Publisher: Acclaim
Developer: Iguana Studios
Players: 1-4
Released: Out Now
Game Type: American Football
Version: US

graphics

Looks like an intro
from a certain
other console **89**

sound

Grunts & groans do the
job well – good
commentary also **87**

playability

Plays better than
any other US
Footy game **91**

overall

90



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LYLAT WARS

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Every level smashed in our stunning full solution!



Nintendo 64 • PlayStation

MARIO KART 64

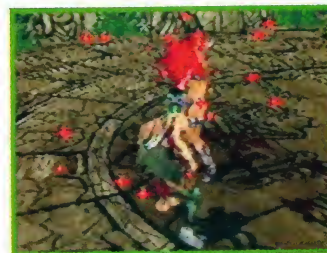
Track-by-track guide, plus all the secret short-cuts!

BRITAIN'S BRIGHTEST SOLUTIONS BIBLE!

Issue Four
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BRITAIN'S BRIGHTEST SOLUTIONS BIBLE!



With *Mace: The Dark Age* and *Dark Rift* just around the corner, *War Gods* has got its work cut out. But can it cut the mustard with the bad boy beat-'em-ups?

War



As anybody knows, a console worth its salt needs a good combat game and the Nintendo 64 hasn't exactly been graced with anything special in the way of top fighting games so far. We have a below par conversion of *Killer Instinct*, a very samey new *Mortal Kombat Trilogy*, *Dark Rift* – a step in the right

direction which unfortunately did not live up to the hype it had gathered. We do have a bright spark on the horizon though – the all-round good'un in the guise of *Mace: The Dark Ages*.

Until that's released though, all our hopes, and Midway's, are pinned on *War Gods*. Can the latest effort from the *MK* and *Doom 64* creators last two rounds in the ring with the big boys and be a leading example to other programmers, or will it fall flat on its face as so many others have in the wake of Namco's *Tekken* series and Capcom's long running epic *Street Fighter*?

Brought to life by Midway, *War Gods* offers a true 3D environment to thrash around in and the ability to operate weapons in three dimensions, along with all the now mandatory death moves, projectile attacks, side-stepping and a multitude of equally unbelievable new characters to choose from.

War Gods does however shed new light onto the old 3D fighting control function of side-stepping in the way of a 3D button assigned to the pad. This is supposed to enable you to move through all parameters of the level – instead of relying on the level camera moving around you, as is the case with other games of this ilk.

The control method that is given initially is not the most intuitive – in fact quite the opposite – but a few button changes later and it will make some degree of sense. Why they saw fit to incorporate more than a single button to do exactly the same function is quite beyond me.

To be honest all the controls could have been far more logically placed around the pad, and possibly the unused buttons could have been assigned to throwing or maybe multiple throwing, or even given access to easy-style death moves. The manual gives no controls for any character – or any hints on death moves – but you can bet that they are nicked from other games, most notably the *Mortal Kombat* series. Other than

Nick's comment

When I first heard about *War Gods* I have to admit I was quite excited. The prospect of a 'true' 3D beat-'em-up in the style of *Mortal Kombat* made me tingle all over. But the reality is that this game stinks. Under no circumstance should you buy *War Gods*; it is a lame attempt to modernise the *Mortal Kombat* series and it never seems to work. The fighting arenas are far too small and the so-called '3D button' works more like a sidestep move – and as for the character moves, well there is none of the subtlety that you would find in a master of the genre like *Tekken*. No counters, no reversals, and definitely no Nina.



Gods



that the controls are fairly responsive, with fighters doing no more or less than the command you give them.

I'll See You Behind The Bike-sheds

The combatants are quite well drawn, with some decent graphical detail and nice animation, which is complimented by colour schemes that vary with all the usual two player alternate outfits.

The level of detail in the arenas and backgrounds does serve their purpose reasonably well but they're not as well designed as *Dark Rift* or *Mace* – and they are certainly not 3D enough to be

believable; some foreground object interaction would have been a good idea, if anything, to enhance the combat and to add extra depth to make the stages a bit more interesting. Overall the graphics are pleasant and do the job, but are not quite as smooth and well finished as the arcade version. But you can't have everything can you...

Sounds are very average with little in the way of sound effects apart from grunts, groans and the occasional spot of 'Arrrrgggh!'. The backing music is nothing special either, with a heavy metal soundtrack providing most of

Are You A Hard Nutter?

The combo system is non-existent and bouts usually quickly turn into a button bashing frenzy with each player trying frantically to produce a combo of over five hits. It's even more embarrassing when the "prove yourself" prompt then appears, because you have no idea of what to do because of the absence of a guide to fatalities.

This is essentially a 3D version of the popular *MK* series with just a few

War Gods does shed new light onto the old 3D fighting control function of side-stepping by way of a 3-D button

the auditory accompaniment. On one level there is a good church organ piece, but apart from that there is nothing to tax the sound chips in our beloved machine – and certainly nothing that could not be done or even surpassed on a lesser one.

The warriors on offer vary in size, shape and head dressings and there is also the added bonus of being able to play as the lovable Ronald McDonald – complete with big pokey staff and red hair – and as if that wasn't enough for us, there's a Terminator lookalike who can fire missiles, a long dead Egyptian warrior-god called Anubis, plus other odd looking chaps. Then again, maybe you fancy trying your hand as Pagan, the evil leather clad mistress of the black arts?

different moves and a mix of weapons and pugilism, but it plays nowhere near as well as its arcade counterpart, and in translation they seem to have dropped a few frames of animation as well as the 'Digital Skin Technology' and 'Reality Mapping Technology' – which was probably the main pulling point of the coin-op version.

The game itself plays adequately enough with the music off, and will certainly sell copies in the absence of any true 3-D fighting game – but it isn't going to be long before it appears on the secondhand shelf in your local games shop.

In my humble opinion you should wait for *Mace: The Dark Age*, because if you're forking out around £60, *War Gods* is not as worthy a purchase.



▲ Hey mister, you've got blood on my Doctor Martin's



▲ Your triangle of light is no match for my awesome antelope's helmet

verdict

| | |
|------------|----------------|
| Name: | War Gods |
| Publisher: | GT Interactive |
| Developer: | Midway |
| Players: | 2 |
| Released: | Out Now |
| Game Type: | 3D Fighting |
| Version: | UK |

graphics

Reasonable but by no means the next way forward

72

sound

Unpleasant, with grunts, groans and horrid music

65

playability

Be warned, this plays like a boxer with one arm

72

overall

69



Fancy Four

With more new titles making use of all the joypad ports that were lovingly fitted to your Nintendo, we thought it was about time we checked out just what four-player fun is on offer. So, without any further ramblings, let's find out if *Hexen* can out-frag the mighty *Goldeneye*, or if *Diddy Kong Racing* can pip *Mario Kart 64* to the finish line.

LYLAT WARS

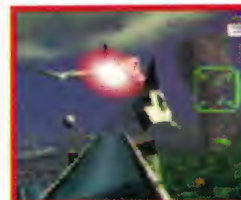
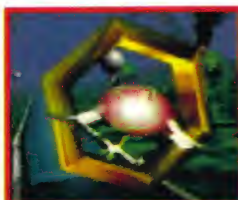
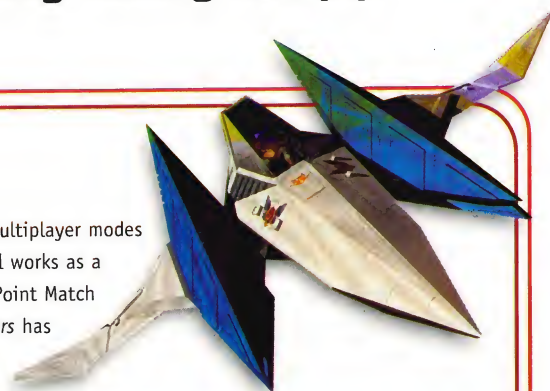
Lylat Wars is a prime example of how a multiplayer game should function. With the multiplayer modes you are given the chance to have a Battle Royal and a Point Match. The Battle Royal works as a straightforward dogfight and the last man flying will be the winner, whereas in the Point Match you must set the number of points which you need to attain before victory. *Lylat Wars* has enormous replay value, even in the one player modes and this trend continues (but on a smaller scale) into the four player mode. There is very little in the way of slow down and the action takes place at a fair speed.

With only two courses to choose from and two modes of multiplay, you'd be inclined to think that the lastability of such a game would be limited, but you'd be wrong – Nintendo have come up trumps and delivered another winner. The added bonus of each player being able to utilise the jolt pak for that extra slice of the multiplayer pie ensures that the fun is seemingly endless and the novelty value never wears thin.

The action is always intense and more often than not will result in many heated arguments about being picked on and others having an unfair advantage but hey, "if you can't stand the heat..."

MULTIPLAYER VERDICT

Strangely addictive gameplay. The fun of an airborne deathmatch in the privacy of your own home, coupled with a rumble pak means this is already one of the essential purchases of this year.



a bit of play?

ISS 64

International Super Star Soccer 64 has to rank as my all-time fave football game on any format: the fluid and humourous animation, the way it plays (better than Robbie Fowler), the way the commentators go mad when your

player near misses or scores – the list of plus points is endless, but under the different light of the multiplayer league how will it hold up? The answer is not very well at all. Now, these words may seem harsh but you must remember that there is no split-screen option and while the single screen may work in the various two player modes, it doesn't translate very well into a four player game.

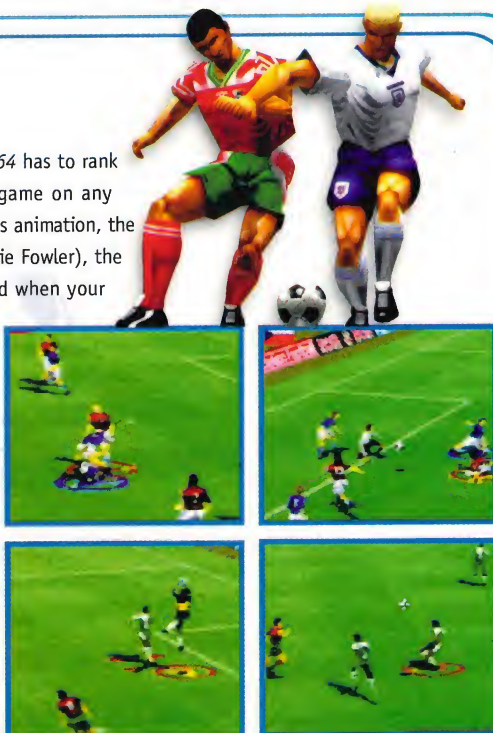
The slow down is at times a little frustrating and the action on screen is bewildering to say the least, with the players swapping between other members on the team at the console's command, not theirs. Half the time will be spent in trying to find the player you control and bring him onto the play screen.

The action often gets confused, thanks to the use of giant arrows in different shaped circles to signify who is who – recognition by colour would certainly be easier and more user friendly.

That said, it should be noted that this is an absolutely superb two player game but for the purpose of this feature it's only marred by the fact that it doesn't sport a more effective four player option.

MULTIPLAYER VERDICT:

A perfectly fine and dandy two player game, but any more than two players and the action gets a bit too cramped and the playability begins to suffer dramatically.



Bear in mind that these comments in no way reflect on the overall markings that the games mentioned have received in these hallowed pages and should not be used as a direct purchasing guide, but as a guide to having a good multiplayer bash.

GOLDENEYE



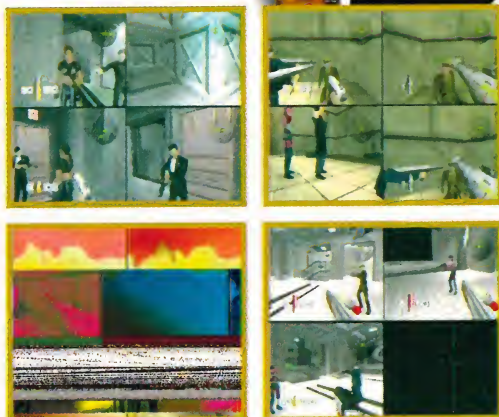
Wow! – the first thing anybody says when they witness the awesome multiplayer frag-fest that we know as *Goldeneye*. Face it, the game just oozes class, playability, graphics, remixed Bond tunes and oh yes, lots of big guns. This is the ultimate four-player game, no question. The sheer volume of user friendly and custom options that you can utilise to make each game a bit different from the last is overwhelming. There are loads of stages (eight in the multi-modes) and loads of characters to choose from (around 30), plus weapon options galore, with the likes of power weapons, automatics, three different kinds of mine, lasers, golden guns, knives, bazookas... the list is almost never ending.

The rumble pak also works on this title and I reckon it should go down as a must-have on any serious gameplayer's shopping list, because it really does enhance the action to a better level of effect than with *Lylat Wars*, or any other game around at the moment.

Believe the hype, because this is the best four player game around at the moment and for anything to come close it will have to surpass all the elements that make *Goldeneye* an instant classic: addictive gameplay, great graphics even in multiplayer mode and no slowdown to cut into the main fun factor.

MULTIPLAYER VERDICT

Oh my god! Here it is, in my opinion the most innovative and addictive multiplayer game to grace the Nintendo 64.



MARIO KART 64



One of the most eagerly awaited games of all time has hit the Nintendo in spectacular fashion. When you mention *Mario Kart*, people's minds cast back to the SNES and they then remember all the fun and joy that they once had on the 16 bit original version... Oh dear. It's bringing tears to my eyes: all summer I wasted the days away on this little title and the multiplayer action is very good indeed – although there are a few minor niggles. The four player option is only available in battle mode and VS, which doesn't give that many user options to alter play. The battle mode arenas seem too big, so it's possible to drive around aimlessly for five or ten minutes and not come into contact with anybody, which sadly makes the battle mode a tad long-winded and tedious after a while.

The VS mode lets up to four people partake in a race against each other (no console opponents) and drive on any of the 16 courses in the game. This is a great deal more fun than the battle mode and the previous niggles are made redundant on this option.

All in all, *Mario Kart 64* is a fine game and when your mates are over at your house, gagging for a bit of multiplayer action, you'll find *Mario Kart 64* a difficult title to put down, especially in the VS mode.

MULTIPLAYER VERDICT

***Mario Kart 64* is a good multiplayer game but with *Diddy Kong Racing* on its way, it no longer has what it takes to be the best. There are many better titles coming...**



THE ONES THAT GOT AWAY!

HEXEN 64

Help, help! Somebody has gone and put a load of 2D sprites onto my cartridge and now they're moving around my little corner box of the screen, with sad animation and non-realistic movement. Arrgh! Welcome to *Hexen 64*'s multi-player game mode or 'slow down city' as we call it. There's plenty of slow down, glitching and fogging – which is possibly the worst example of 'disguising the distance pop-up' we've ever seen.

This big multiplayer steamer has been belched forth from GT Interactive, with no regard for public safety and no scooper with which we may dispose of it. It's torturous enough in one player mode, so why anybody would want to inflict three of their best mates to the dull, dull frag match is beyond me.

MULTIPLAYER VERDICT

I couldn't print such words!

DIDDY KONG RACING

Another racing game in the vein of *Mario Kart 64* has seemingly appeared from nowhere, and guess what? It's an absolute scorcher. *Diddy Kong Racing* is a general improvement on the *Mario Kart* mould and it has new features too, in the way that it's now possible to select a vehicle before the race starts – you could have a plane, a hovercraft and a car all competing on the same track together. Then there are also eight different characters to choose from, each with their own attributes. This is, as I'm sure most future releases will be, also rumble pak compatible and it makes good use of this feature too. Add that to graphics that are better than *Mario Kart 64*'s and playability which beats it hands down and you're onto a winner.

Superlative four-player action can be enjoyed in any of the multiplayer options, with Grand Prix, Battle Mode and VS all being equally good fun. There's no slowdown at all and the gameplay is so compelling that even if there were, you wouldn't notice it anyway.

This really is a great game, packed with secrets and extra tracks – if you haven't got it then get it, if you have got it then get three more pads and three more rumble packs for some four player shenanigans, that will leave you with an expression of awe and many sleepless nights.

MULTIPLAYER VERDICT

This game boasts all the elements that made *Mario Kart 64* a class game and even goes as far as to improve on the gameplay, with a wider range of play modes than its predecessor – a must buy.



EXTREME G

I never thought a game that is faster than the PlayStation's *Wipeout* would be up to much in the multiplayer stakes, mainly because of screen size and slowdown problems. *Extreme G* suffers from no slowdown and though the sprites and tracks are just a weeny bit small, it's not so bad as to damage the gameplay. It retains its now infamous speed with good stability, and easily holds its own against the likes of *Mario Kart 64* and *Diddy Kong Racing*. The screen splits in a variety of different ways, depending on how many people are taking part and sometimes it can get a bit confusing, because of the amount of colour and the speed of it in a little corner of the television screen.

This is the latest release to use the rumble pak and it does come as a shock at first, when a mate fires a missile at you from behind. The initial effect is quite amusing – watching someone who was in first place get nuked back into sixth – and has led to many an argument!

This is one of the finest multiplayer racing games on any system and sorry PlayStation owners everywhere will be gagging for it to appear on their humble grey box. Well, ha, ha – it's a Nintendo-only title so they'll have to make do with *Wipeout*.

MULTIPLAYER VERDICT

Super fast G-cycle racing in several modes and no slowdown. With the rumble pak as well, you would be mad to miss this.



FIFA 64

Everybody is aware that *ISS 64* far surpasses *FIFA 64* in all departments. I have never been a lover of the Electronic Arts' sport games – except maybe *John Madden's Football '92* – so I wasn't eagerly waiting for the return of the popular *FIFA* series on the N64.

FIFA 64 is not without its flaws and these become all the more obvious in the four-player game. Screen size will always be a problem in sport games that use more than two players, purely because you will never constantly be on the game screen and as a result, much time will be spent trying to locate your player and bring him into view.

The characters look fuzzy, which doesn't help the situation at all, the animation is unpleasant and the freedom of control over the player is abysmal. More often than not you will find the slow down that occurs when too many people get on screen will actually help the play rather than damage it.

MULTIPLAYER VERDICT

Avoid it unless you're a big fan of poor multiplayer games.

MULTIPLAYER RANKING

- 1: GOLDENEYE
- 2: DIDDY KONG RACING
- 3: EXTREME G
- 4: LYLAT WARS
- 5: MARIO KART 64
- 6: ISS 64

TOTAL 64 volume one

ISSUE TEN



Dark

With the search for the N64's best beat-'em-up in full effect, we turn our attention to *Dark Rift* and see what it has to offer the die-hard fighting fan.



▲ Who do you think will win this fight then?

Somewhere back in the dawn of video games, a new genre was born. A genre where the concept was simple, and one which proved itself to be one of the most enduring styles of game ever seen – setting man against man

in a battle of wits and strength in a fight to the death. Fists, swords and projectile attacks – we've used them all in our quest for fighting glory. Yes, the genre we have been talking about is the ubiquitous beat-'em-up, and it has arguably become the most popular style of video game in history.

It has come to the point now where a console can be judged simply by the standard of the fighting games that appear on it. I can hear the playground arguments now, "Mine's far better than yours because it's got *Tekken*...". Yes, yes, yes, we all know that despite the N64's unmatched back catalogue of top games there is something of a hole, something missing. A hole where a good fighting game would fit in, cosy and snugly, all warm and nice. Ahh... just like *Street Fighter 2* did on the SNES.

Without any big licenses, any sure fire arcade hits, the N64 has struggled to fill this void and it has been down to third party developers to emulate Sega and Namco, and to be perfectly honest, they haven't done a very good job of it.

Ah... this is what we want to see more of on our beloved N64, more 3D beat-'em-ups with mad, zany characters, new and novel ideas and twists, good graphics and sounds, mega combos, super moves, weapons and, most of all, playability. Quite frankly with the

exception of *Mace: The Dark Age*, all the other fighters (3D or otherwise) have been poo!

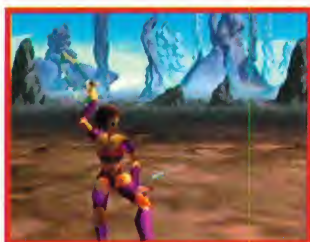
Fill my palette

As Vic Tokai's first N64 outing, I really wasn't expecting very much, especially after *Criticom* on the PlayStation was such a steamer, but luckily that was PSX only (thank God). So what amendments has the company made since their last venture? Well to start with, I must give mention to the colour usage on the very plush backgrounds and the stages in general – they really are the most



▲ All I said was can I shave your legs





RIFT



vibrant and well thought up that I have ever seen in a video game of this kind. Although there is no interaction with the backgrounds, like in *Mace* or *Killer Instinct Gold*, who cares when they look this well drawn and detailed?

Sounds good

The sound used isn't the usual heavy metal or high speed techno-fests, as in most games of this genre, but instead consists of well orchestrated (almost) symphonies which suit the fighting action perfectly. The spot effects are also of a good standard, with bone crunching, body hacking and all the other combat effects sounding great.

Although there are only three modes of play: practice, tournament and Vs battle with a mate, and no sign of a glittery rendered intro, it really doesn't matter, because the actual game is such

good fun to play, you will hardly notice these minor niggles.

Hey you! Wanna Fight? I'll Fight you!

The fighters themselves only number ten – and that also includes the two boss characters – but each is carefully drawn, rendered and animated, to ensure that less is in fact more. They all have a wide range of moves and specials and most have a weapon of some kind too, whether it's a sword, a big gun with explosives, an axe or even bionic feet and morphing arms. Unfortunately even the most inept player will be able to string a long combo together with ease – this means that hours, days or even



months of play can be made instantly redundant by a sad button-basher. But perseverance reaps its own rewards and some moves you just can't fluke.

There is (as you would expect) a side-step function, but it is not to be recommended as a sound defensive strategy. The special moves that each character has been endowed with left me awe-stricken, especially big Gore's Earthquake Tremor and Scarlet's Lava Stream, each of which inflicts untold amounts of damage on the recipient – and looks very flash as well.

I'm a control Freak!

The controls are an odd combination of *Soul Blade* and just about any other fighting game doing the rounds at the moment, but they are intuitive (unlike *War Gods*) – and very easily grasped. Almost every button has been assigned a function relevant to the game's style – as you may have guessed, it plays like a cross between *Mace* and *Soul Blade*, which can't be a bad thing can it?

verdict

| | |
|------------|-------------|
| Name: | Dark Rift |
| Publisher: | Vic Tokai |
| Developer: | In-House |
| Players: | 1-2 |
| Released: | December |
| Game Type: | 3D Fighting |
| Version: | UK |

graphics

Well drawn and well animated with great arenas

85

sound

Compliment the game style well – good effects

84

playability

Nothing terribly innovative, but some good fun to be had. It's not *Mace* though

82

overall

79



Dark Rift Player's Guide

If combos are your cup of tea, our tips guide is bound to slake your fighting thirst!

Aaron

A medium speed character. He combines power with a mixture of vertical and horizontal attacks to devastating effect



HORIZONTAL COMBOS: [1] Lc, Lc, right + Lc [2] Lc, Lc, Uc, Uc, Dc, Dc, Lc,

[3] Lc, Lc, left + Lc [4] Lc, Lc, Uc, Uc, right + Lc, right + Lc

VERTICAL COMBOS: [1] Uc, Dc, Lc, right + Lc [2] Uc, Dc, Lc, Uc, Uc, right + Lc, right + Lc [3] Uc, Dc, Lc, Uc, Uc, Dc, Dc, Lc,

KICKS: [1] Dc, Dc, down + Dc

SPECIALS: [1] right, right+Uc – Lock-n-Load [2] right, right + A – Slash-n-Crash

[3] down, down-right, right + A – Duck-n-Cover

[4] right, right (hold), Lc – Running Push

[5] up + Uc – Body Slam

[6] right, right (hold), Dc – Running Slide

[7] left, left + Lc, Uc – Rough-n-Tumble [8] B – Goin' Up

Zenmuron

Lightning fast speed and quick weapon attacks are his specialty, but he's not that strong

HORIZONTAL COMBOS: [1] Lc, Lc, down + Uc [2] Lc, Lc, Uc, Dc, Uc, B

VERTICAL COMBOS: 1: Uc, Uc, down + Lc 2: Uc, Uc, Uc, Dc, Dc, Dc, left + Dc, Dc

KICKS: [1] Dc, Dc, down + Dc

[2] Dc, Dc, right + Dc, Uc, Dc, Dc, Dc, left + Dc, Dc

SPECIALS: [1] down-left + Lc – Ankle Separator

[2] right, right + A – Propulsion Kick

[3] down, down-right, right + A – Fiery Phoenix Bolt

[4] right, right (hold), Lc – Running Push

[5] right, right (hold), Dc – Running Slide

[6] right, right + Uc – Mantis Lunge

[7] Up + Uc – Body Slam

[8] left, left + Dc – Phoenix Kick

SPECIAL COMBOS: [1] right + Uc, Dc, Uc, B – Flying Auger

[2] B – Head Over Heels



Scarlet

Mega slow, but her up-front, hack 'n' slash style will win the day because of her superior strength

HORIZONTAL COMBOS: [1] Lc, Lc, Lc, Dc [2] Lc, Uc [3] Lc, Lc, down + Uc, down + Uc, Lc, down + Lc

VERTICAL COMBOS: [1] Uc, Uc, Uc [2] Uc, Uc, down + Lc, Uc, B

KICKS: [1] Dc, Lc

SPECIALS: [1] down-left + Lc – Slayer Sweep [2] right, right + Uc – Slayer Punch

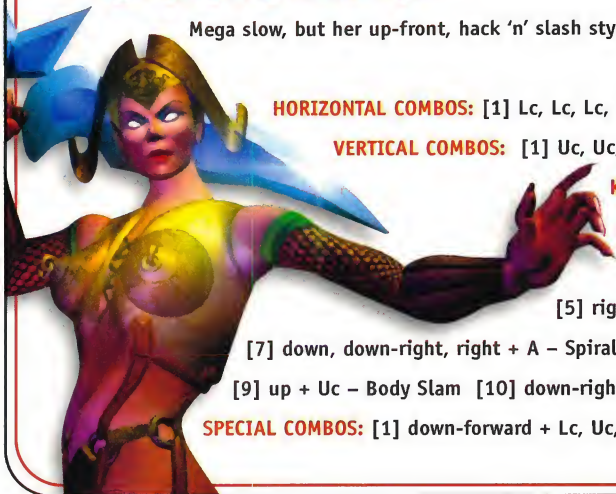
[3] right, right + A – Angel's Flight [4] right, right + Lc – Ascension Slash

[5] right, right (hold), Lc – Running Push [6] right, right (hold), Dc – Running Slide

[7] down, down-right, right + A – Spiral Lava Stream [8] right + Uc, Lc – Slayer Eviscerator

[9] up + Uc – Body Slam [10] down-right + Uc – Sword Uppercut

SPECIAL COMBOS: [1] down-forward + Lc, Uc, B – Slayer Impaler [2] B – Spinal Cracker



Morphix

A good all round character with a long reach, powerful moves and good speed. Has blades for hands too – how cool is that?

HORIZONTAL COMBOS: [1] Lc, Lc, down + Lc [2] Lc, Lc, Lc, Uc, down + Lc, down + Lc, Uc, B

[3] Lc, Lc, Lc, Uc, Lc, [4] Lc, Lc, Lc, Uc, Uc, Lc, Lc,

VERTICAL COMBOS: [1] Uc, Uc, right + Uc, down + Uc [2] Uc, Uc, Lc, Uc, Lc

[3] Uc, Uc, Lc, Uc, down + Lc, down + Lc, down + Uc [4] Uc, Uc, down + Uc

SPECIALS: [1] right, right, Lc – Blender [2] down-right + Lc – Leg Division

[3] right, right + A – Mantis Spike [4] down, down-right, right + A – Tesla Plasma Ring

[5] right, right (hold), Lc – Running Push [6] right, right (hold), Dc – Running Slide

[7] right, right + Dc – Amputator [8] up + Uc – Body Slam

[9] B – Rip Slide

SPECIAL COMBOS: [1] right + Uc, left + Uc – Zenith Spike

[2] left + Lc, down + Lc, Uc, B – Pain Saw



Eve

Probably the best character for beginners because her combos can be strung together so easily. She's got a nice light sabre as well

HORIZONTAL COMBOS: [1] Lc, Lc, down + Lc [2] Lc, Uc

[3] Lc, Lc, Uc, Lc, Lc, A [4] Lc, Lc, Uc, Lc, down + Lc

[5] Lc, Lc, Uc, Lc, Lc, down + Uc, left + Uc,

VERTICAL COMBOS: [1] Uc, Uc, down + Uc, [2] Uc, Uc, Lc, Uc, Lc, Lc, down + Uc, right + Uc

SPECIALS: [1] left, left + Lc – Spiral Slice

[2] down, down-right, right + A – Argon Sabre Bolt

[3] right, right (hold), Lc – Running Push

[4] right, right (hold), Lc – Running Slide

[5] right + Uc – Stygian Lunge [6] up + Uc – Body Slam

SPECIAL COMBOS: [1] right + Lc, Lc – Stygian Ballet

[2] B – Anatomizer

[3] down-left + Uc – Low Thrust



Gore

A very strong adversary: with his massive axe and Seismic Ripple he should be tackled with caution, despite his sluggish speed

HORIZONTAL COMBOS: [1] Lc, Lc, left + Lc [2] Lc, Uc, Uc

[3] Lc, Lc, down + Lc, Lc, Uc, B [4] Lc, Lc, Lc, Uc, Uc

[5] Lc, Lc, Lc, Uc, Uc, Lc, Lc, Uc

VERTICAL COMBOS: [1] Uc, Uc, down + Uc

[2] Uc, Uc, Lc, down + Uc, Uc

KICKS: [1] Dc, down + Lc

SPECIALS: [1] down-right + Lc – Ground Zero

[2] right, right + Uc – Cain Lunge

[3] right, right (hold), Lc – Running Push

[4] right, right (hold), Dc – Running Slide

[5] down, down-right, right + A – Seismic Ripple

[6] left + Uc, B – Dorlon Rollercoaster

[7] up + Uc – Body Slam [8] Uc, right + Lc, Lc – Hit-n-Tackle

SPECIAL COMBOS:

[1] B – Dislocator



Demonica

A wild beast of a woman, who's very agile, fast and strong. Not to be taken on by the faint hearted – or the elderly!

HORIZONTAL COMBOS: [1] Lc, Lc, down + Uc [2] Lc, down + Lc, down + Lc

[3] Lc, Lc, Uc, Uc, Lc [4] down, down-right, right + Uc, Uc, Lc

VERTICAL COMBOS: [1] Uc, Uc, down + Lc [2] Uc, Uc, Uc, Lc, down + Uc, B

KICKS: [1] Dc, Dc

SPECIALS: [1] down-left, Lc – Hades' Bite [2] right, right + Uc – Demon Breath

[3] down-right, Uc – Portal Uppercut

[4] right, right (hold), Lc – Running Push

[5] right, right (hold), Dc – Running Slide

[6] right, right + A – Incubus Ball

[7] left, left + Lc – Backhand Garroter

[8] down + A – Demon Flip

[9] up + Uc – Body Slam

[10] right, right + Uc – Demon Slasher

SPECIAL COMBOS:

[1] B – Demonic Kiss



Nikki

The fastest of all the fighters and as you would expect, she is also the weakest, but she has a combo that can be made infinite – if you know how!

HORIZONTAL COMBOS: [1] Lc, Lc, down + Dc

[2] Lc, Lc, Dc, left + Dc, down + Uc, down + Uc

[3] Lc, Lc, Dc, right + Dc, Dc

VERTICAL COMBOS: [1] Uc, Uc, down + Lc,

[2] Uc, Uc, Dc, left + Dc, down + Uc, down + Uc

KICKS: [1] Dc, Dc, Uc,

[2] Dc, Dc, Dc, right + Dc, down + Uc, down + Uc

SPECIALS: [1] down, down-right, right + A –

Starburst Blast

[2] right, right + Dc – Forward Vault

[3] left, left + Lc – Deadly Butterfly

[4] right, right (hold), Lc – Running Push

[5] right, right (hold), Dc – Running Slide

[6] right, right + Lc – Fatal Pirouette

[7] left + Dc – Back Vault

[8] up + Uc – Body Slam

[9] B – Faralon Throw

SPECIAL COMBOS:

[1] right + Dc, Dc, right + Dc – Lunatic Mule

[2] down-left + Uc, down + Dc – Radiant Stomp



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Demitron

Very powerful, very slow, very hard to master. Yes, I'm sure you get the picture!

- [1] left, down + Uc – Leg Stab [2] right, right + Uc – Flasher
 [3] right, down and Uc – Tele-upper [4] left, left, Uc – Claw Cradle
 [5] right, right + Lc – Two Hit Smack [6] left, left, Lc – Back Fist
 [7] left, down + Lc – Super-spinner [8] right, right, Lc – Flipper
 [9] left, left, Lc – Fly Feet [10] left, left + A – Teleportation

Sonork

The first boss character that you fight: strong but dumb

SPECIALS:

- [1] right, right, Uc – Long Reach
 [2] left, left, Uc – Heli-uppercut
 [3] right, down, Uc – Uppercut
 [4] right, right, Uc – Blender
 [5] left, down, Lc – Sweeper
 [6] right, down, Lc – Blender Kick
 [7] left, left, Lc – Crater Kick
 [8] down, down-right, right + A – Beach Ball Fury

OTHER CHEATS

- 1: To play as Sonork, at the title screen press the following buttons: L, R, Uc, Dc, Lc, Rc
 2: To play as Demitron, at the title screen press the following buttons: A, B, R, L, Dc, Uc

PASSWORDS TO THE END OF GAME SEQUENCES

At the title screen press:



AARON

up, Lc, R, right, down, R, R, Lc



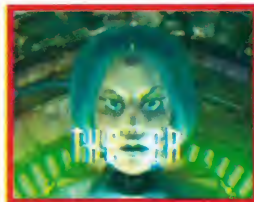
DEMONICA

up, Lc, R, right, down, R, R, Uc



DEMITRON

up, Lc, R, right, down, L, L, Dc



EVE

up, Lc, R, right, down, R, R, Rc



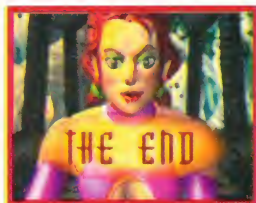
GORE

up, Lc, R, right, down, R, R, Dc



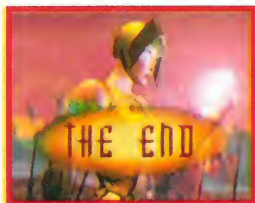
MORPHIX

up, Lc, R, right, down, R, R, B



NIKKI

up, Lc, R, right, down, R, R, A



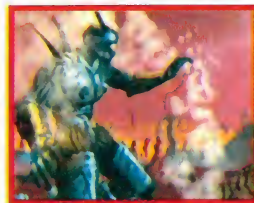
SCARLET

up, Lc, R, right, down, L, L, Lc



SONORK

up, Lc, R, right, down, L, L, Uc



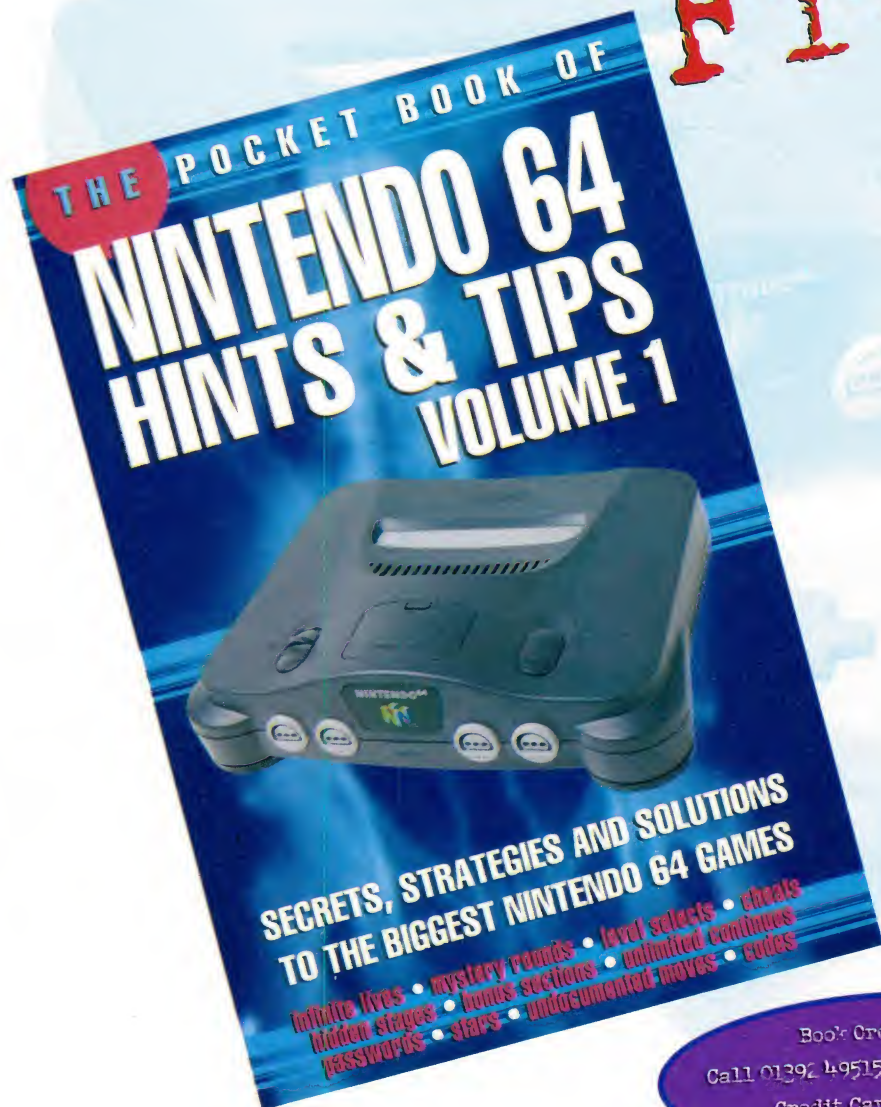
ZENMURON

up, Lc, R, right, down, L, L, Rc

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Reviews

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round-up

Blast Corps

I was a little dubious about this title as I looked at the box, but after playing it for the short while I allowed myself before going back to more mundane work, I was desperate to play it again. Some of the early levels are very simple and involve little more than crashing into buildings to knock them down but later on the levels get a lot harder and really get you thinking, as you try to solve the puzzles before your time runs out. I would compare this game to *Pilot Wings* favourably, as both games are similar in concept — but *Blast Corps* definitely has the edge, with a lot more action, tricky puzzle solving and excellent explosions!

ISSUE THREE SCORE

89%

Bomberman 64

The idea of *Bomberman* appearing on the N64 was almost too much to bear. My memories of the little tyke go way back to the year 1992, when I persuaded a certain Justin Calvert (as he was known back then) to buy a game called *Dyna Blaster* for his Amiga. It was a great buy: the hours we spent blowing the living daylights out of each other doesn't bear thinking about. So when *Bomberman 64* came into the office I was expecting great things. But no, it wasn't to be. By changing an unbeatable formula, Hudson have upset the balance of *Bomberman* by transporting him into a 3D world.

Gone are all the blocks, the inventive levels and the tactics needed to be successful at this game. What we are left with is a mad scramble, the result of which is determined by luck more than anything else. I'm afraid that this game comes nowhere near the perfection of the old SNES incarnation. *Bomberman 64* is one of the biggest let-downs of the year.

ISSUE NINE SCORE

75%

Cruis'n USA

What on earth is this? Have I slipped through a time warp? Am I back in the late 1980s? Well, playing this I certainly could be — pretty scary!

I'm playing a bad version of *Outrun* on a 64-bit machine. Come on, who in their right mind would waste their cash on this when they could play *Rage Racer* on the PlayStation? This game is just a perfect conversion of a crap arcade game — so exactly what is the point? *Cruis'n USA* is sluggish, all the graphics are totally dire and — worst of all — the playability is thinner than a matchstick on a diet — very poor indeed. Avoid it!

ISSUE ONE SCORE

59%

Dark Rift

Although this is probably the best beat-'em-up on the N64 so far, unfortunately it still needs to go a long way to come close to any similar titles on the PlayStation and Saturn. On the plus side it does feature some excellent backdrops and the characters have interesting moves. These moves seem to draw heavily from *Tekken* and *Soul Blade* — which is not a bad thing by any means. I can't quite put my finger on what I don't like about *Dark Rift*, but there is some vital thing missing. This shows promise for the future fighters, but falls a little short of the mark.

ISSUE SEVEN SCORE

84%

Doom 64 [UK]

I've always been a big fan of *Doom*, and for me it was always the best of the lot. I was looking forward to *Doom* on the Nintendo 64, and the thought of having all new levels to explore got me particularly excited. The fact is though, after the arrival of the spectacular *Goldeneye* last month, *Doom* will never seem the same again. It's still a very good game but compared to the later title it looks dated indeed.

There are a couple of minor niggles: the darkness of the screen can be very frustrating at times, as you're constantly getting hit by missiles that can only be seen at the last minute. The other thing is that the levels all seem very similar, which can be dull. Good but not the best.

ISSUE NINE SCORE

89%

Doom 64 [US]

Having been a *Doom* fan for years, I expected great things from this latest incarnation... and I'm not disappointed in the slightest! I'm willing to concede that this still doesn't compare with some of the PC games, such as *Duke Nukem*, in terms of character control, but for atmosphere and sheer nastiness this wins hands down in my book. The levels are bigger and better than ever before, as are the various nasties that inhabit them. There are a couple of extra weapons to play with, and plenty of improvements have been made to the old ones that we all know and love! I'm afraid to say that my *Mario 64* cartridge has been gathering dust since this arrived — buy it now and kiss your social life goodbye!

ISSUE THREE SCORE

92%

CURRENT SCORE

85%

Doraemon

It's very difficult to play this game without drawing comparisons to *Mario 64*, which is obviously going to win hands down. But if you can possibly forget about *Mario* for a second and look at *Doraemon* on its own merits, I think you'll find quite a quirky little platformer in there somewhere. Despite its similarities with *Mario 64* it does have plenty of its own original ideas; it's just a shame that these are far outweighed by the ideas that were left out! If you've completed *Mario* and are looking for something vaguely similar, then this should keep you amused for a while. Just don't expect the blue and white furball to fill *Mario's* shoes.

ISSUE THREE SCORE

69%

Dynamite Soccer

What can be said about *Dynamite Soccer* apart from the fact that it's absolutely appalling. This comment may sound a little hard but sadly I can't find anything positive to say about it. Actually, there is just one good thing that can be said about this dreadful game - it's so bad it's funny, although the humour will wear off after a few minutes of actually playing.

It is a sad day for Nintendo fans: rubbish like this should never be released and with any luck it will never be seen outside of Japan.

Instead of a step forward, which has often been seen on the N64, this is a step back. In fact, this is a step back about eight years. Don't waste your money.

ISSUE NINE SCORE

25%

Extreme G

Ah, a breath of fresh air has wafted into the office and blown away the cobwebs of all those stale driving games, and that 'air' is *Extreme G*. I have always been a fan of *Wipeout* on the PlayStation, so you can imagine my delight when I heard that we were getting our own futuristic racer on the N64. Just imagine how fast this game could be, using 64 bits instead of that grey box's 32 - it could be very fast indeed - and *Extreme G* delivers. And then some. There's no blinking allowed when you play this game - if you do then you are likely to miss a corner approaching at super fast speed. Use a turbo and the game gets impossibly fast - it gives you a real adrenaline buzz.

There's loads more to this game than *Wipeout* as well, considering there's four player modes a-plenty, plus Time Trials and a Championship to compete in. Now throw in the fact that are loads of tracks, each of them like some kind of demented rollercoaster with loop the loops, corkscrews and jumps which give you a real white knuckle ride and you have, without doubt, the best racer on the N64 to date.

ISSUE NINE SCORE

94%

F1 Pole Position

After finding *Human Grand Prix* quite entertaining a few months ago, I was expecting great things from what promised to be a new and improved version for release in the UK. Unfortunately the improvements that have been made are, although noticeable, few and far between, and not really in the areas such as playability and graphics that needed a little work. Maybe it's just me, but the addition of a few sound effects along with a reduction of 50% in the amount of sparks that fly whenever you change gear doesn't really make for an improved gaming experience. Sorry *F1*, but you'll be left sucking the exhaust fumes of games like *Top Gear Rally* and *Extreme G* in my opinion.

ISSUE NINE SCORE

80%

FIFA 64

As the only football game available for the N64 this wasn't a bad effort, but after seeing *ISS Soccer 64* we had no choice but to reduce our initially quite enthusiastic response. EA's *FIFA* series must surely be the most successful footie games ever, but when *ISS* arrived in the office and blew away everything that had gone before, we were left with no choice but to amend our previous *FIFA* score to reflect just how superior Konami's top kickabout really is. This isn't really that bad a game, it's just that its opposition is the best footie game ever made!

ISSUE THREE SCORE

76%

CURRENT SCORE

58%

Ganbare Goemon 5

At this year's E3 show I heard an awful rumour that *Ganbare Goemon 5* (or *Legend of the Mystical Ninja 64*) might not be released outside Japan. I was shocked and disappointed at the time, and now I've played the Japanese version I'm going into a deep depression at the thought of never getting to play the game in English. *Ganbare Goemon 5* isn't so heavily text based that it's unplayable for those of us without a grasp of the Japanese language, but I get the feeling that the plot is probably of a very high standard and not something you want to miss out on. One of the best titles to appear on the N64 to date: pray with me that the game is translated into English - which I'm sure it will be - but buy yourself a Japanese dictionary just in case.

ISSUE EIGHT SCORE

89%

Go! Go! Troublemakers

I don't understand it but I like it. *Go! Go! Troublemakers* is so full of bright colours, you'll think it's going to explode any minute into a jelly rainbow full of sponge fingers and cherries. And that just about sums up the title's gameplay as well. It's all cute and chubby sprites, biffing and throttling one another in the nicest possible way. On the down side, if you're not fluent in reading Japanese you won't have a clue what's going on, as various

characters keep appearing to try to explain stuff.

Still playable but you're better off waiting for the official release.

ISSUE SIX SCORE

43%

Goldeneye 007

I wasn't bothered about the arrival of *Goldeneye*, having never been a big fan of first person shoot-'em-ups. Since *Goldeneye* appeared in the office though, I've been forced to eat my words. Never before have I seen a game create such a sensation - even people who have never had an interest in games suddenly became interested in *Goldeneye*. The reason is simple - perfectly crafted gameplay, the likes of which some games can only dream of, and this is before the delights of the multiplayer game have been uncovered, which take *Goldeneye* to a whole new level. An experience rather than a game, and one which shouldn't be missed by anyone.

ISSUE EIGHT SCORE

98%



Hexen 64

What is this doing on the N64? In the past few months we've been treated to two of the most excellent and enjoyable first person perspective games ever, *Doom* and *Turok*, and then all of a sudden *Hexen* comes along. What do GT think they are up to? Do they think people won't see past this facade, this cheap attempt at a cash-in? The game itself looks extremely dated, almost as if it was a straight PC to N64 port, and takes no advantage of the power the N64 has to offer. The graphics are bland at best and the level design really lacks imagination. The only thing I can say in favour of this, is that it's the first game of this type to actually boast a four player deathmatch mode, but even this soon becomes tiresome after you've revisited the same level for the umpteenth time. If you want four-player deathmatches then be sensible, be patient and wait like the rest of us for *Duke Nukem*.

ISSUE SIX SCORE

63%

Human Grand Prix

After happily playing on some of the forthcoming racers at the E3, I really think that we're left with no choice but to score *Human Grand Prix* down. Sadly, when you compare it with such titles as *Extreme G* and *Multi Racing Championship*, *Human* might as well be *Pitstop 2* on the Commodore 64. It just doesn't match up to them on any criteria - except maybe the number of tracks (not their quality). Hopefully the US/UK version, *F1 Pole Position* will be much improved!

ISSUE THREE SCORE

80%

CURRENT SCORE

72%

International Superstar Soccer

Football's not coming home... it is home! *ISS 64* has arrived and is, quite simply, the best footy game ever to be released. It sports graphics that are far superior to any of its contemporaries, (especially EA's appalling *FIFA 64*) it sounds the bizz and, with more moves than Juninho, Zola and Shearer put together, it plays a much meaner game of footy. To put things in their simplest terms, if you like football, you're going to love this game. As the great Bill Shankly probably would have said were he around today, "football's not a matter of life and death, it's *ISS 64*!"

ISSUE FOUR SCORE

97%

J-League Perfect Striker

As the aging cliché goes, it's a funny old game, football and *Perfect Striker* certainly proves that, with some of the most hilarious player animation ever. Just watch one of these guys trying to get up after a particularly bad foul to see what I mean! Having said that, the actual gameplay isn't bad either, especially in two player mode. What with some swift passing, rasping drives, eccentric keeping and of course the all-important scoring celebrations, this boy has got it all and is certain to be a worthy addition to the footy sim, *Premier League*. Go and buy it!

ISSUE ONE SCORE

93%



JikkYOU World Soccer 3

When it was mentioned that Konami had managed to improve on the original *JSS*, I didn't believe them. How much could they improve an almost perfect game? Well, quite a lot it would seem. With less emphasis placed on the through ball and more dominant goalkeepers, this version has got to be the definitive one. There are also smoother graphics and the actual passing and movement of your players seems to have more fluidity. Whether or not this makes it worth shelling out another sixty quid for an import game is up to you. Personally, I am quite happy with my original PAL copy of *JSS*.

ISSUE NINE SCORE

97%

Killer Instinct Gold

Play this game on 'Ludicrous' speed and you'll know about adrenaline. Initially fast and furious, it can seem like a 'free-for-all, who can get one of the combos in first and bash the buttons quickest' test. However, after playing for a while, it has more subtlety than that - but nothing that matches the instinctive feel of *Tekken*. The animation is jerky and at times there's quite a bit of slow-down. Okay, so admittedly this is when a 32-move combo is going on - but surely the N64 should be able to handle it?

ISSUE ONE SCORE

69%

King of Pro Baseball

When we reviewed this back in issue two we were drawn in by the cutesy amusing graphics and the quality of the two player mode. Since then it's become increasingly difficult to find a human opponent, as more and better games arrive in the office, forcing whoever wants to play it to do so against the computer. The fact that this game rarely makes it out of the cupboard nowadays is enough to warrant a score reduction, and the incredible difficulty of the one player mode leaves us with no choice. It's fun with a friend but frustrating on your own.

ISSUE TWO SCORE

91%

CURRENT SCORE

82%



Lylat Wars

The sequel to *Starwing* has finally arrived in the UK, and apart from the name change, it's been well worth the wait. We've been playing the Japanese version for a few months now but the English speech adds a lot to the game, which has a surprisingly good plot. The game is definitely easier to complete than *Starwing* but to master the game properly requires taking secret routes and battling a completely different end-of-game Andross, and this should keep you playing for quite a while. If you liked the original, you'll fall madly in love with its 64-bit incarnation. If you've never heard of *Starwing*, you've never witnessed what a man like Miyamoto can do to a genre as seemingly tired as shoot-'em-ups.

ISSUE EIGHT SCORE

94%



Mace: The Dark Age

At last a beat-'em-up arrives that is worthy of comparisons with *Tekken* and *Soul Blade*. *Mace* includes some excellent weapon bearing characters that have been superbly designed – each one playing differently from the last. In total there are fourteen characters, including some rather bizarre secret ones – the chicken springs to mind for sheer comedy value.

It can be a bit frustrating at first, as the combat system may be a little different than you are used to; it is initially very hard to pull off anything that resembles a combo. Give it an hour or so and you'll be reeling off five and six hit combos with no problem at all.

A mention must go to the gruesome executions that take place in the form of special moves at the end of each battle – stomach churning to say the least. Obviously this idea has been taken from the *Mortal Kombat* series, although *Mace* has really gone over the top with the blood.

Overall, *Mace* is a superb beat-'em-up that should keep any fighting game fan more than happy, although it is still a long way off from the excellence of *Tekken*.

ISSUE NINE SCORE

89%

Mario Kart 64

So it's got some new tracks and the graphics are better – but it's still *Mario Kart*, just with a '64' tagged on the end. Don't get me wrong, I was (and still am) a fan of the original game, but really, what's the point? If all we're going to see on the Nintendo 64 is souped up versions of old Nintendo titles – and at a souped up price too – you might as well buy yourself a SHES. That said, I can see the appeal of the title for those who missed out first time round. It's still fun and addictive – especially in the multi-player mode. Just think carefully, and do try before you buy...

ISSUE ONE SCORE

93%

Mortal Kombat Trilogy

With the arrivals of both *War Gods* and *Dark Rift*, *Mortal Kombat Trilogy* has suddenly began to look more dated than ever. For fans of the series this is still one of the best *MK* incarnations – it's just that there's really very little to separate this title from its 16-bit predecessors. Another reason for us changing the score is that we originally scored this more highly than *Killer Instinct Gold*, which judging by the number of letters we've had on the subject is widely considered to be the better game – it's only us who think it's an unplayable pile of crap!

ISSUE ONE SCORE

78%

CURRENT SCORE

67%

Multi Racing Championship

Being a big fan of racing games, I was looking forward to this one with baited breath. Unfortunately, although it looks nice and the alternative route idea is quite a novel one. I didn't enjoy *MRC* as much as I hoped. With there only being three tracks, I'm not sure how long this one will last. At the end of the day though, this is a far better game than *Cruis'n USA* and deserves to be a minor hit. Not a bad game by any means, but with *Lamborghini 64* and *Top Gear Rally* nearing completion it looks as though *MRC* could be in for a spot of very tough competition.

ISSUE SEVEN SCORE

80%

NBA Hangtime

In its day, *NBA Jam* was an extremely entertaining arcade basketball game. Since then we've seen the likes of *Total NBA* on the PlayStation, which I would have thought made the likes of the *NBA Jam* series obsolete – apparently I was wrong! This game has very little in common with the game of basketball and shouldn't even be considered by fans of the sport, but if you're a big fan of *Pong* or going to Wimbledon for the tennis, then this repetitive and dull left-to-right, right-to-left, left-to-right style of gameplay might appeal to you.

ISSUE EIGHT SCORE

51%

Pilot Wings 64

This is still a classic game but the truth is that it's not often that we take it out of the TOTAL 64 cupboard – except to lend it to someone who hasn't witnessed it before. All the missions and the different craft are varied enough to keep you playing for ages but nine out of ten N64 owners in the TOTAL 64 office – who expressed a preference – said they preferred the manic and explosive gameplay of *Blast Corps*. In light of this we've had to reduce the score slightly – but it's still rated as a must buy, as one of the all time classic pieces of software.

ISSUE ONE SCORE

95%

CURRENT SCORE

91%

Shindou Mario 64

I can't really see quite where Nintendo are coming from releasing something like this. You'd have to be a certified nutter to fork out another 60 odd big ones for the pleasure of a shudder every now and again when the dungareed one falls on his arse, so who's left to buy it? New owners might as well take advantage of the extra feature but it seems to me to be nothing more than a gimmick to drum up support for the jolt pack. Obviously the more games it's compatible with, the better it sounds – but only with your fingers in your ears and a goldfish up one nostril.

ISSUE SEVEN SCORE

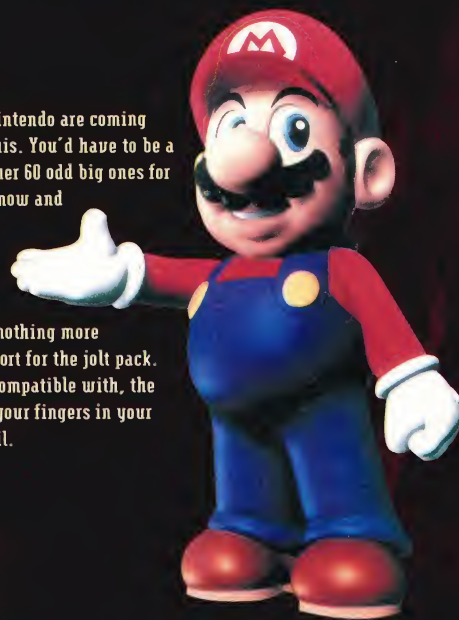
96%

Shindou Wave Race 64

At first you would think that *Wave Race* would be an ideal game to use with the Rumble Pak – a rumble in your hands when you hit those waves seems like a great idea and is more than likely to add to the experience of riding a jet-ski. The trouble is that there are so many waves in this game and the pak vibrates to some degree on every single one (makes sense) so it's constantly buzzing. This has the effect of actually distracting from the gameplay, rather than adding anything to it. It is very disconcerting to have the pad constantly vibrating when you are trying to control your jet-ski and it's got to be the wrong sort of feeling anyway. A short sharp jolt when your jet-ski's nose hits the wave would have been more appropriate than this constant buzzing. Having said that though, the feeling quickly moves into the background but never stops from being a nagging irritation, so it makes you wonder, what's the point?

ISSUE SEVEN SCORE

93%



StarFox 64

The latest SNES classic to get the N64 treatment is here and it's just as good as we'd hoped it would be. The tank, submarine and open levels add a large dollop of much needed variety, and the overall effect is quite stunning. Graphically *Starfox 64* is the biz but it's the multiplayer option that makes it. Admittedly the small quarter screen viewing windows take some getting used to but it does make for some wicked four player battles. The only real disappointment is that it would've been nice to have a two player option with half a screen each... but I guess that's just being picky. Ultimately it's still a fairly basic shoot-'em-up, but if you liked the SNES version you're definitely going to love this one.



ISSUE FOUR SCORE

96%

St Andrews Golf

Most of us in the TOTAL 64 office are pretty big fans of golf games such as *Actua Golf* on the PlayStation, so the fact that this has NEVER left the shelf since it was reviewed back in issue one must mean that there's something very wrong with it. If this game had been released on the Commodore 64 ten years ago, it still would have come up on the scorecard as a bogey when compared with the classic *Leaderboard*. The fact that it's in Japanese doesn't exactly help matters, but no amount of irritating commentary could redeem this effort. Fore!

ISSUE ONE SCORE

96%

CURRENT SCORE

42%



Star Wars: Shadows of the Empire

This game was one of the most eagerly awaited of the launch titles, but unfortunately failed to deliver the goods on all but two or three of the ten levels. The number of letters we've received from people who've bought it and been very disappointed, or have thanked us for warning them away from it, leaves us with no choice but to emphasise our warnings to other readers, with an even lower score. One to avoid!

ISSUE ONE SCORE

61%

CURRENT SCORE

49%



Super Mario 64

Ever since this game was first seen, it's been hyped up as the 'the greatest video game ever' and to tell you the truth, it doesn't fall far short of that title. Nintendo have brought *Mario* to life in the most convincing 3D world I've ever seen: he runs, somersaults and can even fly - all in superbly animated style. All the familiar *Mario* traits are there as well - the infuriatingly addictive gameplay from his SNES incarnations, the 'throw the controller at the wall and pick it up five seconds later' syndrome. This is what video games are all about.

ISSUE ONE SCORE

96%

Tetrisphere

Having the *Tetris* prefix in its title, one would imagine that this would play very similarly to the original. This is where the initial confusion sets in: when anyone plays *Tetrisphere* for the first time, their reaction is that it's not very good. This is simply not true - just because it's different, that does not make it a bad game. I would have to admit though, *Tetrisphere* certainly takes a bit of getting used to, but once you've mastered the basic concept, it becomes increasingly addictive. There are various different modes of play which can only add to its longevity - it even features an eight player tournament mode, for when all your mates come round.

ISSUE EIGHT SCORE

84%



Top Gear Rally

The prospect of yet another N64 racer filled me with dread. There have been hundreds of them of late and none have lived up to my expectations - yet.

Top Gear Rally is no exception to this rule, but it is by no means a complete disaster. I was hoping for a game that would rival *Sega Rally* for the best racer title but what I got was a competent, yet good looking racing game. The graphics are gorgeously smooth and the cars move with realistic handling. The only disappointment is with the computer controlled cars - they just aren't up for it!

ISSUE NINE SCORE

85%



Turok: Dinosaur Hunter

Another first person shoot-'em-up gets a knock down thanks to the ground-breaking *Goldeneye*. This doesn't mean that *Turok* is a bad game, it's still one of our favourites, but compared to the ingenious gameplay found in Rare's 'Bond sim', *Turok* is already looking dated. Graphically you can draw parallels between the two games with the use of polygons and excellent motion capture for characters, but *Turok* opts for lavish texture maps so it has to use misting effects to cover pop up. Where it really loses out though is in design and gameplay. The levels in *Turok* are all very similar - set in outdoors locations which promise to take you into the depths of a jungle but never do. *Goldeneye* takes you to a wide variety of familiar looking locations with the gameplay changing every time. The structure of *Goldeneye* that keeps you interested - *Turok* becomes very samey after a short space of time.

ISSUE TWO SCORE

93%

CURRENT SCORE

89%



War Gods

Don't you just hate those people who drone on about how the PlayStation is better than the N64? We all know that Nintendo's machine really has a far higher standard of games - except it's missing one genre. The N64 really needs a beat-'em-up, it needs a *Tekken* of its own to shut those PlayStation owners up for good. But this, sadly, is not it.

War Gods takes its gameplay from *Mortal Kombat* and then transfers it into 'wondrous' 3D and this is the main problem - *MK* has become very dated since the likes of *Virtua Fighter* and just doesn't hack it anymore. For die-hard fans of *MK* only.

ISSUE FIVE SCORE

76%

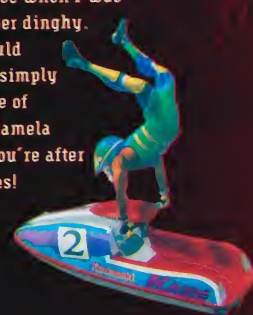


Wave Race 64

The closest I've ever come to a real jetski would probably be when I was about six, splashing around a Northampton pond in a rubber dinghy. After playing *Wave Race*, I've decided that maybe I should broaden my watersports horizons and try it for real. Quite simply this is an extremely playable and unusually original piece of software. As far as I can see, the only thing missing is a Pamela lookalike to dive in and rescue you when you fall off. If you're after a racer for your N64, avoid the traffic and take to the waves!

ISSUE ONE SCORE

96%



Wayne Gretzky's 3D Hockey

This is still by far the best ice hockey game on the market at the moment, but at the end of the day - it's ice hockey! And unless you're a big fan of the sport you'll most probably get bored of this very quickly. It's a great fast game, with a good multiplayer mode, but when compared with some other sports games this just seems incredibly shallow. More of an arcade 'couple of quid' than a '£50+ lasting appeal.'

ISSUE TWO SCORE

90%

CURRENT SCORE

82%



Wonder Project J2

I was quite looking forward to playing around with a young Japanese girl, when I heard that I could save my plane fare by getting hold of a copy of *Wonder Project 2*. Imagine my excitement! Unfortunately the game is a little too realistic in that - with Josette being Japanese and everything - she speaks in Japanese, which might as well be binary as far as I'm concerned. My advice to anyone who's thinking of buying this is to become fluent in Japanese first, because after about half an hour of play I was still on the first screen, and getting very frustrated!

ISSUE FIVE SCORE

69%



Mace: The

Not only is *Mace: The Dark Age* the best beat-'em-up on the N64, it's got some of the best cheats around too. Listed here you'll find such delights as 'play as a chicken' and 'fight in pink fluffy rabbit slippers,' plus how to get all the secret characters. Aren't we good to you!



CHEATS

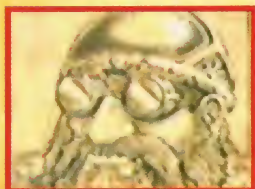
CHANGE COLOURS

To change your fighter's colours, press and hold any of the 'C' buttons until your character changes. Now while still holding down the desired button, press the 'A' button to begin the fight.



LEVEL SELECT

To choose a particular character's arena to fight in, move the cursor to their character icon and press the START button four times. Now select your character as normal.



PLAY AS GRENDAL

Play the game in two player mode and when one player has three wins, go to the character select screen and move the cursor to the Executioner. Now hold down START and EVADE - Grendal will appear in his



place and you can select him by pressing the 'A' button.

PLAY AS POJO

You can play as Pojo in either one or two player mode. Use Taria and perform her Execution move once, now continue and on the select screen,

highlight Taria and hold down START and EVADE. Pojo the chicken will appear in her place and you can select the character by pressing 'A'.

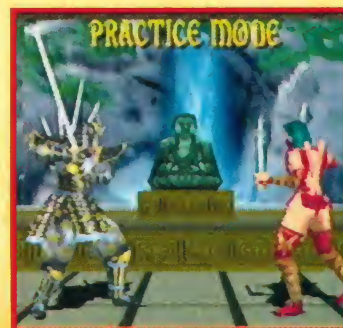
PLAY AS WAR MECH AND ICHIRO

Load up the game as normal and on the copyright screen rotate the d-pad in an anti-clockwise direction until you hear a chime. Now go to the character selection screen and

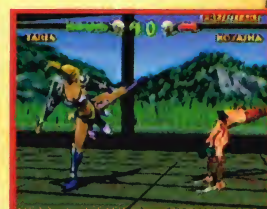
you will now be able to choose the two extra characters at the top of the screen.

TWO PLAYER PRACTICE MODE

To play with two characters in practice mode, hit start simultaneously on both the controllers whilst highlighting the practice mode. You should now be able to select two characters from the selection screen. When you start the fight there will be no power bars, so fights can go on forever!



Dark Age



UNLIMITED CONTINUES

Want unlimited continues in *Mace: The Dark Age*? It's possible when you perform this 'trick' because of a quirk in the game. Just follow these steps (make sure you have a second controller plugged in):
Start a one-player game
Lose and then continue
When the next match begins, press start on controller two
Have player two beat player one

Have player two lose to the computer
When it says continue, press start on controller one

By repeating this trick when necessary, your credits should never run out.

SECRETS

To use these secrets move the cursor to the listed characters and press START once after one. Now you can go to your desired character and select as normal.

Fight in the Castle (Mordus Kull, Taria, Ragnar)

Fight with Big Heads (Ragnar, Al' Rashid, Takashi)

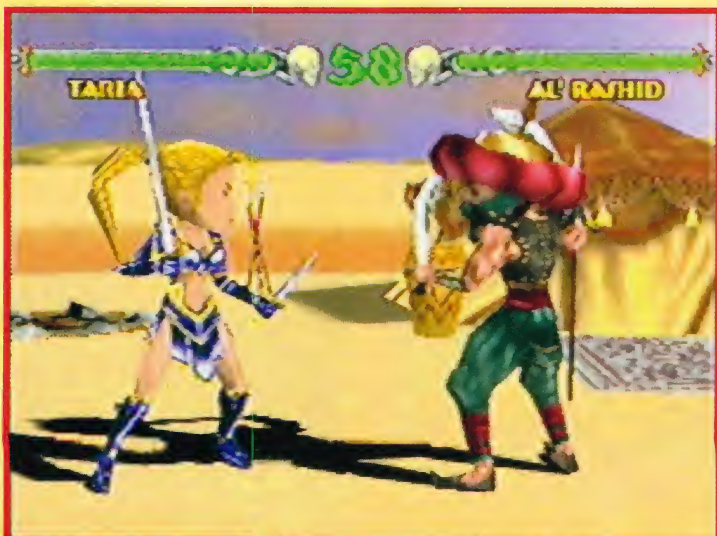
Fight as small characters (Takashi, Al' Rashid, Ragnar, Xiao Long)

Battle with Random A.I. (Hell Knight, Xiao Long, Dregan, Namira)

Fight in a Mini Golf Course

(Koyasha, Mordus Kull, Takeshi)

Fight wearing fluffy bunny slippers (Ragnar, Dregan, Koyasha)



HIDDEN CHARACTERS' MOVES

KEY:

| | |
|--------|--------------------------|
| Q | Quick Hit |
| S | Strong Hit |
| K | Kick |
| E | Evade |
| HC/HCF | Half Circle Back/Forward |

The moves listed here are by no means definitive as many of the secret characters' moves are identical to the 'common' moves. The listing here is designed to give you an idea of how some of the moves work, listing combo starters and advanced combos as well as the stand alone specials. You will also find the all important Execution moves.

GRENDA

COMBO STARTERS:

Big Punch – B + S
Big Knee – B + K
Air Quick – During a jump, press Q when close to the ground

BASIC COMBOS:

None

COMBOABLE SPECIALS:

Railroad Smash – F + Q + S (can be continued by hitting Q + S 2X)
Hand Sweep – F, D, B, S (can be followed by a S)
Fierce Hit – Q + S
Forearm Bash – B, F, Q
Smash Upper – F + Q + S
Trip & Hammer – HCB, S, S

STAND ALONE SPECIALS:

Earthquake – Q + S + K
Uppercut – HCF, Q
Power Hit – B, F, S
Shoulder Ram – F, F, S
El Toro – B, Q + S, S
Railroad Treatment – Q + S, Q + S, Q + S

ADVANCED COMBOS:

(6-Hits) – Q, Q + S, Q + S, Q + S, HCB, S, S
(7-Hits) – B + K, K, B, F + Q, Q + S, Q + S, Q + S, Q + S

EXECUTION:

D, D, B, F, S (Close)



POJO

COMBO STARTERS:

None

BASIC COMBOS:

Q, Q, S
S, S, Q

COMBOABLE SPECIALS:

Chop – F + Q + S
Charge – B, F + Q

STAND ALONE SPECIALS:

Egg Launch – Jump up and press Q & S
Explosion – Q + S + K
Jump Kick – HCB + S
Chicken Scratch – B, F + K (followed by two kicks)

ADVANCED COMBOS:

(4-Hits) – Q, S, Q, Q + S + K

EXECUTION:

F, F, K (Close)

WARMECH

COMBO STARTERS:

None



BASIC COMBOS:

Q, Q, S
S, S, Q + S

STAND ALONE SPECIALS:

Uppercut Mace – B, F + Q
Spinning Mace – Q + S
Ground Pound – F, D + Q
Low Cannonball – D, F + Q
Mid Cannonball – D, F + S
Arm Poke – B, F + S
Triple Swing – Hold S and then release
Hyper Hammer – F + S rapidly
Flip Kick – B, D, F + K
Stomp – Q + S + K

ADVANCED COMBOS:

(6 Hits) – (Hold S), Jump + Q, Q, Q, (release S)

EXECUTION:

B, F, D, B + S (close)

Note: WarMech cannot be thrown.

ICHIRO

BASIC COMBOS:

S, S, Q
Q, S, K
S + K, S + K, Q

STAND ALONE SPECIALS:

Shove – F, F + Q
Fireball – D, F + Q
Spinning Double Slash – B, F + Q





Slash Combo – B, Q, S
Sword Sweep – F, D, B + Q
Sword Thrust – Q + S
Leaping Slash – B, S
Flame Jump – B, D, F + S
Low Slash – F, D, F + S
Gut Punch – B, F, + S
Flash Kick – B, D, F + K
Power Slash – S + K

EXECUTION:

F, D, B, D, F + S (close)

ADVANCED COMBOS:

(6 Hits) – (B, S) (S, S, Q) (B, Q, S)

Although these next two characters are selectable from the start their moves cannot be found in the manual.

SIR DREGAN

COMBO STARTERS:

Deep Stab – Q + S

Air Quick – During a jump press Q when close to the ground

BASIC COMBOS:

Q, Q, S

S, S, Q

COMBOABLE SPECIALS:

Spinskin – Hold S, then release

Shield Slam – B, F, S

Uppercut – F, D, F, S

STAND ALONE SPECIALS:

Spine Cruncher – S + K

Fly Kick – B, F, K



Shinsplitter – HCF, K
Head Ache – D, F, Q
Spin Shot (left) – E + Q (right) – E + S
Block High, Go low – HCB, Q
Block High, Go high – HCB, S
Big Chop – F + Q + S

ADVANCED COMBOS:

(10 Hits) S, S(Hold), Q, (Release S), F, D, F + S

(10 Hits) S, S(Hold), Q, (Release S), B, F, S

(10 Hits) (Hold S), Q, Q, Q, Q + E, (Release S)

(11 Hits) Q + S, S, Hold S, Q, (Release S), B, F, S

EXECUTION:

HCB, QCF, K (Close)

HELL KNIGHT

COMBO STARTERS:

Air Quick – During a jump, press Q when close to the ground

BASIC COMBOS:

S, S, Q

K, S, S

COMBOABLE SPECIALS:

Tail Swipe – D, F, Q (can be followed by S)

Low Tail Swipe – D, F, S (can be followed by S)

Power Stab – B, F, S

Big Flick – Q + S

Big Kick – B, F, K

Stab n' Chop – HCF, S

STAND ALONE SPECIALS:

Hell Fire – B, F, Q

Two Chops – B, Q + S

Block High, Go low – HCB, Q

Block Low, Go high – HCB, S

Anti-Crouch – F + Q + S

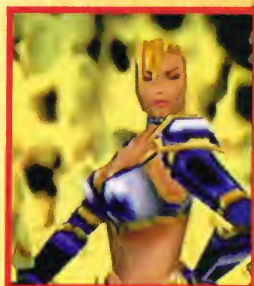
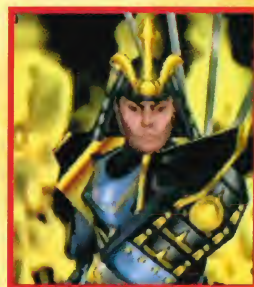
Reverse Sweep – B + K

ADVANCED SPECIALS

(3 Hits) S, S, S + Q

EXECUTION:

HCF, B, K (close)





the Firing Line



These pages are kindly sponsored by Fire International – the manufacturers and suppliers of the BLAZE range of videogame accessories. Each month the writer of the star letter will receive a bundle of BLAZE goodies,

including many of those seen in our peripherals feature this issue.

So if there's anything you want to ask us, or to comment on, please don't phone and stop us working on your favourite mag. Write us a letter instead, because we'll think a lot more of you as a human being and you'll also have a chance of winning yourself some top accessories.



You can write to us at:
The Firing Line
TOTAL 64 Magazine
1, Roman Court
48, New North Road
Exeter, Devon, EX4 4EP

Or email us at:
firing_line@rapide.co.uk



This month we have been inundated with letters asking us about the 6400's modem. The answer is **YES, YES, YES!** Keep on sending your literary masterpieces to the usual address.

DEAR TOTAL64 TEAM

I have been a dedicated reader of your magazine since issue two, drawn to the perfect review scores, up to date news, good previews plus a lot, lot more. And yet each month in your letters section I still read comments from stupid people (who're generally PlayStation owners) who like to put down the 64 and insult it! So here are some answers for those people which I hope will straighten out their foolish ways. These people tend to say things like:

1: The PlayStation has sold a lot more consoles than the 64.

Obviously it has! The PlayStation has been around for two or three years while the 64 only came out in March. But I am sure, come the year 1999, the 64 will have sold double (and more) what the PlayStation has over three years.

2: There are only a few titles around for the 64, and the PlayStation has got a huge variety of games.

Again, the PlayStation has been out for three years, the 64 for six months. But all of those titles, except two or three, have been absolute stunners (have you seen *Goldeneye* yet?) and still the games have not been pushing the 64 to its limits. Also the 64 has got a future line up that looks very promising.

3: Most of the 64 titles are just updated SNES games. All of the PlayStation's games are new and original.

Of course they are, the PlayStation never had a console before it, so they have got to be new games with new characters – but when the PlayStation 2 comes out, how many times will we see *Crash Bandicoot* appear in the games, or a *Resident Evil 5*, or *Tekken 4* etc? Anyway, they may be just updated SNES classics but they are flipping good games.

The Truth...

Quite right you are too. Who knows what the future holds for the N64? Just imagine what games you'll have in two years time... *Zelda 2* anybody?

DEAR TOTAL64

1: Can you tell me if *Quake* is going to be the same on the N64?

2: Are there plans for *Unirally* on the N64?

3: Are there going to be any football management games coming out for the N64?

■ James Lowe, Chesterfield

The Truth...

1. We assume you mean 'the same as the PC version' and the answer is yes and no. The basic one player game will be the same (with a possibility of extra N64-only levels) but additionally

a four player deathmatch option is being developed, plus the graphics have been suitably improved.

2. No.

3. We wish that there were, but sadly we've no news as of yet. *Championship Manager 64* anyone?

DEAR Q&A

1: The *PlagueStation* and the *Sadturn* have both got brilliant adventure games, such as *Tomb Raider* and *Resident Evil*. Is there much chance the N64 will get either of these games?

2: I hear that there is going to be a sequel to the excellent *Pilotwings*. Is there much chance of a sequel to *Blast Corps*?

3. *Final Fantasy VII* on the *PlagueStation* is going to be a massive game, will *Zelda 64* be able to cope with it?

■ Peter Farrey [13], Essex

The Truth...

1: No chance of either of those games coming out for the N64, but look out for *Hybrid Heaven* and an as yet untitled game by Capcom, which is rumoured to be along the lines of *Resident Evil*.

2: Quite possibly, although Rare haven't announced anything yet.

3: *Zelda 64* and *FFVII* are two totally different games. *Zelda* offers a totally immersive 3D world for you to explore, whereas *FFVII* is more of a story based RPG. Rest assured that *Zelda* will be like nothing that you have ever experienced before.



Artist: Robert Parker

DEAR TOTAL64

I think your mag is the best – great info, reasonable price.

Anyway, a few years ago I was mind-warped by the PlayStation and almost bought one, then I thought I'd seen the shining light when I saw an Ultra 64, which was only £50. It was only when my friend bought *MarioKart 64* that I realised that the N64 was the one for me.

I am getting an N64 with *Goldeneye* for Christmas, but after reading your preview on *Extreme G*, I am now not sure what to do.

Please answer my questions:

1: My birthday is in January and I don't whether I should wait for *Extreme G* to come out and get it near Christmas, or stay with *Goldeneye*?

2: What do you mean when you write AI?

3: Will *Goldeneye* be brought out with a rumble pak?

■ Joseph Murphy,
Cardiff, Wales

The Truth...

Well thanks for acknowledging the fact that our mag is the best, and in return we will be more than happy to answer all your questions.

1: It all comes down to whether you like walking around mercilessly shooting Russians and getting big, big guns or racing very, very fast super-bikes around at nerve shattering speeds – but personally I would go for *Goldeneye* every time.

2: AI stands for artificial intelligence. We use this term to refer to the programming which makes games' computer controlled opponents behave like the real thing.

3: No, by the time *Goldeneye* comes out they will be sold separately anyway.



DEAR TOTAL64

I be a pirate, a pirate is what I am, and I be writing to you about the new *Mario* game. I found out about the N64 a long, long time ago... It all started when I was on me old ship, the *Mary Celeste*, and me and me pirate landlubbers were sucked up into this big spaceship thing. Aye, ye heard me right the first time – a space ship.

Me and me mateys were sucked into this N64 world where we could play every game out for the N64. Me pirate pals have completed *Mario 64*, so there's no more really good RPGs like that around. Then we read about the new *Mario 64* and we was thoroughly chuffed indeed.

In the new *Mario* I'd like to see Yoshi and get to ride him, and the fire ball that appears on the 2D game – we know about the SNES as well, ye know. Also, will the new *Mario* game be only on the 64DD?

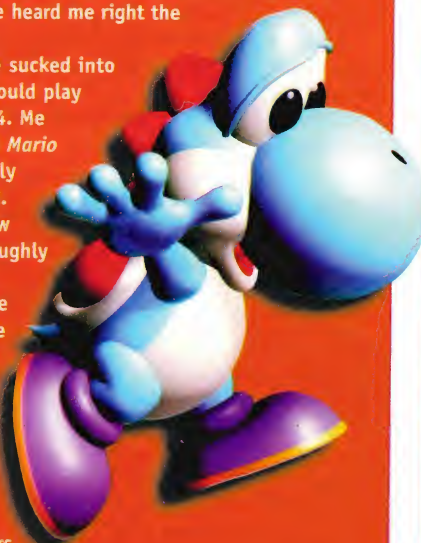
Thanks for a brill mag, see yer all later land lubbers.

PS. Could you print this letter and put a poster in your mag or I'll feed you to the sharks and make you walk the plank.

■ Captain Neil Gibbons
(known as Sky Blue Pink With Bright Yellow Dots Beard, har, har, hardy, har har).

The Truth

Um... Er... Har, hardy, har, har, hardy... No!



Star Letter

DEAR TOTAL64

In March this year I raced down the road (about 200km down the road) to my nearest computer store to buy the best games system ever and a game – *Super Mario 64*. I, like you in the UK, had a huge selection of three games and at \$399 (£200) and \$100 a pop for games, I just about broke the national debt. This was a very exciting experience for me as my last system was a Sega Master System.

Anyway now it is late September and there are a total of about 20 new N64 PAL games in Australia. That is a little more reasonable (emphasis on little) but I agree with just about everyone – Nintendo should get their arse into gear and make a few more for PAL as well as for NTSC. But unlike you Poms up there, in Australia you would be lucky to find an import game from anywhere – let alone trying to get it through customs.

But we don't complain about such things as a hobby (as from reading your Firing Line column I have found out that you probably do). We don't complain about the speed of PAL *MarioKart 64* compared to its NTSC counterpart, or the lines above and below the picture and as for Nintendo of Australia, as far as the big N's directors are concerned it's "Nintendo of where???"

We're just thankful for what we've got and praise the N64 for its pros rather than its cons – with four rather poor exceptions: *FIFA 64*, *MK Trilogy*, *Cruis'n USA* and *Shadows Of The Empire* (who the hell is Dash Rectum, oh sorry, Dash Rendar?).

Anyway, now I've left a big vomit stain in your excellent mag, I've got a few questions:

1: We got a name change to *Lylat Wars* from *Star Fox*. Any ideas why?

2: In issue four, who's the fool with the SNES on page 83?

3: Any release dates for *Duke Nukem 64* and *Body Harvest*?

4: Will or will not the 64DD have a modem. You say it will, but several other sources say it won't. Yes or no?

5: On *NBA Hangtime*, how do you get the "hidden clutch attribute" and the "hidden rebound attribute"?

■ Nicholas Glover, Australia

The Truth...

1: Look elsewhere on this page for the answer.

2: It was just a lonely girl we found walking the street, we felt sorry for her and offered her a job.

3: Spring-ish and No.

4: Yes, it will have a modem and we know this for sure, as the head of Nintendo has announced this himself.

5: Look in the back of this fine publication for your answer.



DEAR TOTAL64

1: Will the greatest football game ever (well I think it is) *Sensible World of Soccer*, come out on the N64?

2: Is it true that *Mario Kart* is really easy to complete? Some of my friends say it is and I have seen in some letters that people have complained because it is too easy.

3: Is it worth getting a Universal Adaptor to play American games and how much is a Blaze SFX 64 Universal Adaptor?

4: What does 64M, 96M and 128M mean? Because in another magazine (that will remain nameless) that I stupidly bought, they reviewed some games and put one of those numbers next to it.

5: When will *Bomberman 64* be released in the UK?

6: Why did the excellent *StarFox 64* have its name changed to *Lylat Wars* for the European market?



The Truth...

1: Unlikely, but you never know.

2: We agree that *Mario Kart 64* is a bit too easy.

3: It all depends on how desperately you want the latest releases. It can be a risk buying a universal adaptor because they do only work on certain games.

4: The 'M' refers to the amount of data stored in the cartridge in Megabits. There are eight Megabits in a Megabyte, so a 128 Megabit game translates to 16 Megabytes.

5: *Bomberman* is set for release in Jan '98.

6: Back in the mid-eighties there was a game called *StarFox* which appeared in the UK on the old 8-bit Amstrad computer. Due to the copyright on the name being owned by the original developers, Nintendo were forced to change the name of their *StarFox* game.

We get sackfuls of mail every month, unfortunately a lot of the letters seem to cover the same topic. To try and escape from this, we have decided to give you a gauge of what the hot and cold topics are each month. Sending in a letter which covers the hot topics stands a greater chance of being featured in the mag.

Hot as toast!

1. What features would you like to see in *Mario 64: Part 2*?
2. What add-ons would you like to appear that haven't already?
3. What would you like to see in *TOTAL 64*?

Cold as ice!

1. When is the 64DD coming out?
2. My console is better than yours!
3. N64 price drop moans!



DEAR TOTAL64

1: Any news on *Turok 2*?

2: When will *Go! Go! Trouble Makers* be released in the UK?

3: Are there any rumours on *Mega Man 4* or *Probotector 64*?



■ John Callis Rusper.

The Truth....

1: Still in stages of development at time of print.

2: *Mischief Makers*, as it will be known in the UK, is due for release in time for Christmas.

3: No and no, but there is a game loosely based around *Turrican* in development, called *Thorndrax 64*.

DEAR TOTAL64 CREW

Firstly, two thumbs up for a totally toptastic N64 mag! It's simply the best.

I've owned an N64 for months (since it came out). I have eight games: *Mario 64*, *Goldeneye*, *Blast Corps*, *MarioKart 64*, *ISS 64*, *Lylat Wars*, *Star Wars*, and *Doom 64* to keep me going until *Zelda 64* comes out.

I have put together some brain teasing questions:

1: When is the release date for *Castlevania 64* in the UK and the USA?

2: What's the best racing game out of *Multi Racing Championship*, *Top Gear Rally*, *Lamborghini 64* and *San Francisco Rush*? (Please tell me - I need an answer!)

3: When is *NFL Quarterback Club '98* coming out in the UK and what's the release date for *San Francisco Rush* in the UK?

Keep up the good work.

PS Tell Miles to get his hair cut

■ Chris Cooper, Rotherham

The Truth...

Cheers then, those comments in relation to the mag have cheered us up no end.

I did mention to Miles about the length of his hair but he went all shy and continued with his manicure.

1: Sorry, that game is actually still being developed so no release schedule has been set but it won't be this year.

2: In my opinion it would be *Extreme G*, but as that is not on your list it would have to be *Top Gear Rally*, but I would seriously consider checking out *Extreme G*.

3: *NFL Quarterback Club '98* is due for release in the first quarter of '98, along with *San Francisco Rush*.

DEAR TOTAL64

1: Are there any football games coming out soon that will be as good as *ISS 64*?

2: Is there any news on *Rock 'n' Roll Racing* for the N64?

3: Do you know if Luigi will be putting in an appearance in *Mario 2*?

someone will develop it for the N64, but we have no firm news as yet.

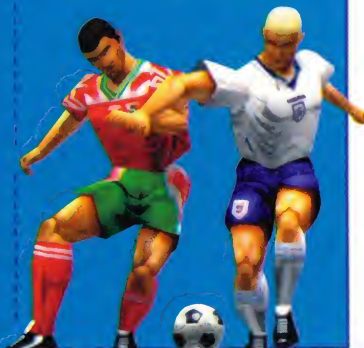
3: *Mario 2* will almost definitely be a two player game, so the chances are that you'll be able to choose your character - probably a choice between Mario and Luigi.

■ Daniel Lawrence, Wales

The Truth...

1: It will take a very special game to supersede the excellent *ISS*, so we reckon that it will be the best footie game on the N64 for quite some time to come.

2: There is now a PlayStation version in the works so hopefully



DEAR TOTAL64

I have been a fan of Nintendo for years now and was delighted to hear about your new 64 bit machine! As soon as I had got enough money I went out and bought one. I am pleased to say I wasn't disappointed. However along with the few games I got came *FIFA 64* – ha, ha! What a joke – this game is my definition of a completely useless game. Then, halleluiah, I came upon your magazine.

Your tips are spot on and thanks to your excellent summing up of the games, I haven't made a bad decision since I started buying your magazine. If you do print this, I'll be the envy of all my friends. On behalf of me and many of your fans, thanks and keep up the good work.

■ No name and address

The Truth...

Thanks for those encouraging comments and please, do continue to read our magazine to keep up to date with the latest tips, reviews and news. But I must say that you are wrong about *FIFA 64*: it's not useless – we use all our copies as draft excluders and coffee coasters.

DEAR TOTAL64 TEAM

I love Star Wars very much, I looked at Star Wars every day. It was good, good, good! OBI-web kenobe was dead. Luke Skywalker was cry, and said "NOOOOOO!". On the Empire Strikes Back, Darth Vader VS. Luke Skywalker. Luke Skywalker had lost his hand and showed. On Return of the Jedi – now Darth Vader vs Luke Skywalker again, Darth Vader had lost his hand, and showed too. It was good!

■ Steven, Darlington

The Truth.....

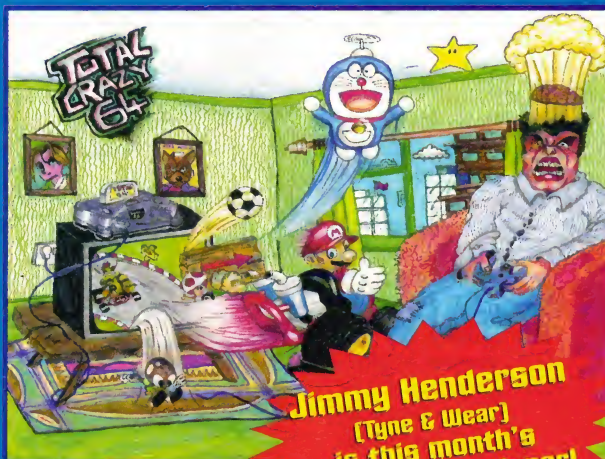
Well I must say Steven, that your letter has left me absolutely speechl...



Artist: Wesley Pickett



Pics win Prizes!



Jimmy Henderson
(Tyne & Wear)
is this month's
subscription winner!



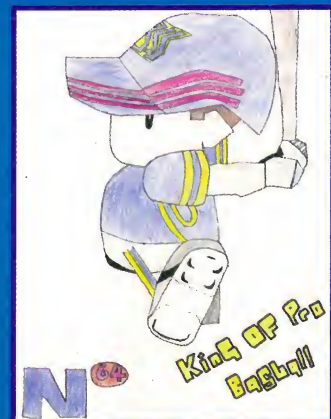
Johnny Dredshaw



Hick Rapson West Sussex.



Tim Bradshaw [14] West Yorkshire



Gareth Wood [14] Leeds.



Robert Jones
[14] N. Wales.

Win!
1 Year's
subscription
to
Total 64



James Wood [13] Scarborough.

We've had a great response to this pics section since we started it. Unfortunately we don't have room to print them all, but every issue we'll print a selection of the best we receive and award the winning artist a prize of a year's Free TOTAL 64 subscription – not bad, eh!

Just remember to include your name, address and age (somewhere other than written across your masterpiece) and if at all possible, try to use a large envelope, so that you don't have to fold it too much.

Pencils at the ready, steady, go! We look forward to receiving more of your entries and to awarding one of you a Free subscription!

DEAR TOTAL64

After some serious thought I decided to take the plunge and buy a Nintendo 64 to replace my PlayStation.

After owning the machine for just four weeks I have decided to write the following: a statement, a question and a suggestion.

Statement:

Although Nintendo games are of a higher price, the quality and addictive game play makes it worth while.

After spending £60 on *Lylat Wars* I am determined to complete it and I see no reason why I shouldn't. That is in contrast to the games I bought on my PlayStation which never held my attention for long enough to complete, this includes *Tomb Raider* which is just too repetitive after the first few levels.

Question:

The other reason I bought the Nintendo 64 was because *F1 '97* on the PlayStation showed that the ideas were there, but the machine itself just could not handle what was asked of it.

However, after seeing the racing efforts so far on the N64 (most suffer from pop-up and slow down) I am not so sure the N64 has the ability to stand up to other racing games. Maybe you could share some technical information with me to show that it is more the developers' faults – rather than the machine's abilities.

Suggestion:

Formula One on the PlayStation was a very good game, which in my opinion has helped the machine stand up well to the Nintendo 64. One licence which I feel could kick start the Nintendo's popularity is a World Super Bike game showing all of the seasons, tracks and stars.

The reason for this is because no developer has ever come close to simulating the thrills of a motorbike on a computer. With Nintendo's ability I feel there is no better company to

succeed with this, especially when you consider that WSB is massive in Japan, Europe and the US.

With its world wide interest it would be a great way to promote the Nintendo DD's storage facilities as well as increase sales of what has been a controversial addition to what was an already over priced bit of kit.

World Super Bikes is much more exciting than *F1* because it is pure racing that counts, I beg you to let someone in the business know how much sense it would make.

How about a full size 'motorbike add on' which you plug into the N64?

Regards,

■ Foggy's left knee slider.

The Truth...

Well Foggy, in relation to your statement I agree totally.

In relation to your question the reason for the pop-up on games like

Multi Racing Championship and *Top Gear Rally* is that there is no machine around that actually has infinite distancing capabilities but, however, the Nintendo suffers from this a lot less than the PlayStation.

this is why we get the element of fogging on some games, most notably being

Turok and *F1 Pole Position*.

But remember it's still early days, so as soon as developers get more 'to grips' with the full capabilities of the Nintendo 64 the level of pop-up and fogging will decrease greatly.

In answer to your question on a World Super Bike racing game, have you seen *Extreme G*? True it's not the real thing but with a rumble pak and second, third, or fourth players it should keep you occupied until something else comes out. Sadly we have no information on any bike games in development, so it could be a long wait.



Artist: Peter Decker

DEAR TOTAL64

This time it is about this game I made up which I think would really groovy.... "*Mario Blade*".

So what do you think?

They could have finishing moves, like *Mario* could get a plunger and stick it on your face and suck up all your blood, or the Princess could give you a fake emerald or money and you go to the shop and get nicked by PC Fox McCloud.

■ David Bailey, London

The Truth....

Please make some sense, young man!

DEAR BRILLIANT PEOPLE OF TOTAL64

I've read almost every issue of TOTAL 64 and I love it.

After getting my own Nintendo 64, I decided to buy some Nintendo mags to see what kinds of games were coming out, and if they were any good and after buying issue four of TOTAL 64 I decided to take out a subscription for a year.

I'm pleased to say, I'm not dissapointed at all. Your mag is the best, end of case.

But nothing is perfect, so it has to be said, even your mag has its drawbacks. Take for example issue eight, your review on *Lylat Wars*.

I could hardly believe my eyes when you whined about *StarFox* being renamed, it's still a great game!

I bought it last week and I didn't even notice the name change, also why did you lower the overall score? Before I end this letter, I have some questions I was wondering if you can answer.

1: Is it possible to save on *Lylat Wars*, and if it is how do you do it?

2: Why did you lower the overall score on *Lylat Wars*?

3: In issue eight, page eight (low down) it says *Banjo Kazooie* is being released in December '97 in Europe, but it isn't released in the US before March '98!

Does this mean that we in Europe get *Banjo Kazooie* three months before the US, or is it a mistake from your side?

Well, thanks very much for a superb mag that we all love so much.

■ Asmund Torgersbraaten, Norway

The Truth...

Here are your answers:

1: No, it's not possible to save on *Lylat Wars*, but the high scores will save automatically.

2: In the light of better games coming out from Nintendo (namely *Goldeneye*) we decided that *Lylat Wars* was too easy to complete. Bear in mind that the first review in issue four was of the import version.

3: It's now been put back until Spring in Japan, but it may well get a universal release like *Diddy Kong Racing*.



Artist: Daniel Syuensen



Artist: Ashkon Ramezankhani



Artist: Wesley Pickett



Artist: Floyd Mairah

Your Stuff!

This new section gives you, the readers, the chance to offload your unwanted rubbish onto other readers, or even offer to take rubbish off other people's hands out of the goodness of your heart. Either way, this is the place to do it and so if you'd like to place an ad here, simply send it to 'Your Stuff', TOTAL 64 magazine at the usual address and we'll see what we can do.

We cannot be held responsible for any problems you might have after placing or replying to an ad.

MESSAGES

To Alistair Felton from Justin Calvert. Where are you? Why did you leave? Why didn't you call? What are you doing? It's not our fault your face looked funny in the mag! •
To Paul Baker from TOTAL 64 – to advertise your swaps we need your full phone number with the area code. Send it in and we'll print your ad! •

SWAPS

Willing to swap my *Turok: Dinosaur Hunter* for your *Blast Corps* or *Goldeneye*. Contact: Neil Davidson – 01768 866531 •

YOU WANT?

Sony PlayStation, five games, two pads, and a memory card – £195 ono!! Or Sony PlayStation, three games, two pads, and a memory card – £150!!

Contact: Alexander MacMillan – 01687 450669 •

UK N64 games for sale: *Super Mario 64*, *Wave Race 64*, and *Turok: Dinosaur Hunter* (£40 each). Good condition. Also, UK SNES games for sale: *Super Pang*, *Mystical Ninja*, *Smash Tennis*, and *Tiny Toons: Wild & Wacky Sport* (£13 – £16 each). Ask for Tommy. Contact: Tommy Kwok – 01396 614825 •

All issues of TOTAL 64 for sale, including issue one. I am willing to negotiate on prices for each magazine.

Contact: Lorraine Cowburn – Sans Nom, Clos de la Bretonnerie, six rues, St. Lawrence, Jersey, Channel Islands. JE3 1GH. •

SNES (PAL), two pads, arcade stick, *Best of the Best Karate 8*, *Prince of Persia*, and *Syndicate*. £80. All boxed. (Mega Drive Games, ring for details).

Contact: Dean Hill – 100 Church Road, Low Fell, Gateshead, Tyne & Wear. 0191 4876093. •

PENPALS

Hi! I am a loner from Dublin, if any nice people want a penpal, write to me. Contact: Chris – 7 Dean Swift Square, Dublin 8, Ireland. 01-4540586 •

I WANT!

Hi! My name is Mohsin and I'm looking for someone who is/wants to get rid of any UK N64 games then please let me know, thanks! Please give a price.

Contact: Mohsin Atta, 18 Glencroft Drive, Sinfon, Derby. DE24 3LE. 01332 762179 •

I want a girlfriend aged 13 to 21, by the way I am 14. Contact: Andrew Atkinson – 01429 296895 •

If you'd like to place an ad in next month's issue we'll need the details no later than December 10th. Don't forget to tell us which section you'd like your ad to appear in.



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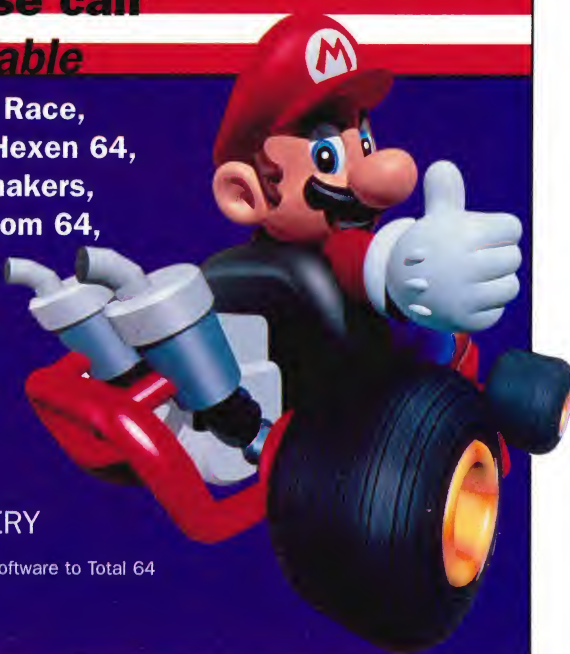
Tel: 01485 570256 0831 444041 anytime

Email: STAINSBY@MSN.COM

GUARANTEED

NEXT DAY DELIVERY

Official suppliers of Import software to Total 64



It's all change this month as Trevor Scannell comes back with a vengeance, and the only other real competition he has comes in the form of Norman Obaseki. The stunt scores are, as ever, on the increase, but the number of letters offering best laps and best race times were nowhere near as abundant — so let's see if you have got what it takes to be a true WaveRacer.

■ DOLPHIN PARK

Trick Score: 40,472 — Norman Obaseki, Leeds

■ SUNNY BEACH

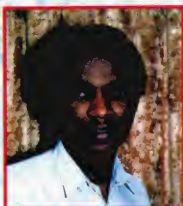
Best Lap (US/Jap): 0'20.883 — Ian Thorley, Dyfed/Matthew Tighe, W. Sussex
Best Race (US/Jap): 1'05.410 — Ian Thorley, Dyfed
Best Lap (UK): 0'24.734 — Jason Madigan, Ireland
Best Race (UK): 1'17.693 — Trevor Scannell, Essex
Trick Score: 37,770 — Norman Obaseki, Leeds

■ SUNSET BAY

Best Lap (US/Jap): 0'22.628 — Justin Calvert, Total 64
Best Race (US/Jap): 1'11.238 — Ian Thorley, Dyfed
Best Lap (UK): 0'24.734 — Jason Madigan, Ireland
Best Race (UK): 1'23.308 — Trevor Scannell, Essex
Trick Score: 33,570 — Norman Obaseki, Leeds

■ DRAKE LAKE

Best Lap (US/Jap): 0'23.970 — Ian Thorley, Dyfed
Best Race (US/Jap): 1'14.828 — Ian Thorley, Dyfed
Best Lap (UK): 0'28.553 — Trevor Scannell, Essex
Best Race (UK): 1'28.810 — Trevor Scannell, Essex
Trick Score: 30,584 — Trevor Scannell, Essex



Norman Obaseki



Jason Madigan

MAKIN WAVES

■ MARINE FORTRESS

Best Lap (US/Jap): 0'24.275 — Ian Thorley, Dyfed
Best Race (US/Jap): 1'21.520 — Ian Thorley, Dyfed
Best Lap (UK): 0'27.406 — Trevor Scannell, Essex
Best Race (UK): 1'30.818 — Jason Madigan, Ireland
Trick Score: 45,632 — Trevor Scannell, Essex

■ PORT BLUE

Best Lap (US/Jap): 0'28.530 — Ian Thorley, Dyfed
Best Race (US/Jap): 1'29.906 — Ian Thorley, Dyfed
Best Lap (UK): 0'31.795 — Trevor Scannell, Essex
Best Race (UK): 1'39.257 — Trevor Scannell, Essex
Trick Score: 45,292 — Norman Obaseki, Leeds

■ TWILIGHT CITY

Best Lap (US/Jap): 0'28.940 — Ian Thorley, Dyfed
Best Race (US/Jap): 1'29.906 — Ian Thorley, Dyfed
Best Lap (UK): 0'34.952 — Trevor Scannell, Essex
Best Race (UK): 1'47.786 — Trevor Scannell, Essex
Trick Score: 43,390 — Norman Obaseki, Leeds

■ GLACIER COAST

Best Lap (US/Jap): 0'27.468 — Matthew Tighe, W. Sussex
Best Race (US/Jap): 1'29.345 — Matthew Tighe, W. Sussex
Best Lap (UK): 0'32.573 — Trevor Scannell, Essex
Best Race (UK): 1'41.573 — Trevor Scannell, Essex
Trick Score: 60,545 — Norman Obaseki, Leeds

■ SOUTHERN ISLAND

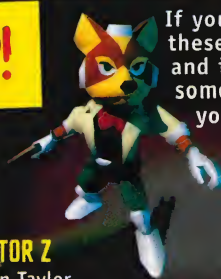
Best Lap (US/Jap): 0'24.557 — Matthew Tighe, W. Sussex
Best Race (US/Jap): 1'19.103 — Justin Calvert, Total 64
Best Lap (UK): 0'29.416 — Trevor Scannell, Essex
Best Race (UK): 1'34.009 — Trevor Scannell, Essex
Trick Score: 43,747 — Trevor Scannell, Essex



When sending in your scores and times please include a photo to prove that you're not making up numbers at random, and possibly a photo of yourself — which will make it into the mag if we think you deserve it!

FOXY SCORES!

It could well be that we do have THE *StarFox/Lylat Wars* master in the office, Mr Arron Taylor, because as yet nobody has been able to shake his mighty fine scores from the leaderboard. Maybe next month we will see a change...



If you have any scores that can beat these listed below please let us know, and if possible please enclose/email some form of proof (or hard cash, if you're so inclined).



CORNERIA

Ben McBean —
Wellingborough: 263

METEO

Arron Taylor —
PLAYSTATION SOLUTIONS: 371

SECTOR Y

Arron Taylor —
PLAYSTATION SOLUTIONS: 197

KATINA

Arron Taylor —
PLAYSTATION SOLUTIONS: 215

AQUAS

Ben McBean —
Wellingborough: 174

FORTUNA

Arron Taylor —
PLAYSTATION SOLUTIONS: 87

SOLAR

Arron Taylor —
PLAYSTATION SOLUTIONS: 124

ZONE55

Arron Taylor —
PLAYSTATION SOLUTIONS: 287

SECTOR X

Arron Taylor —
PLAYSTATION SOLUTIONS: 265

MACBETH

Arron Taylor —
PLAYSTATION SOLUTIONS: 214

SECTOR Z

Arron Taylor —
PLAYSTATION SOLUTIONS: 112

TITANIA

Arron Taylor —
PLAYSTATION SOLUTIONS: 199

AREA 6

Arron Taylor —
PLAYSTATION SOLUTIONS: 441

BOLSE DEFENCE STATION

Arron Taylor —
PLAYSTATION SOLUTIONS: 215

VENOM

Ben McBean —
Wellingborough: 229

TOTAL SCORE

Arron Taylor —
PLAYSTATION SOLUTIONS: 1936

REWARD: \$123,968

TOP KARTIN

A few of you have been sending in your *Mario Kart* times in the hope that we'd start a high scores table along the lines of our Makin' Waves section, and would you believe it? We've only gone and done exactly what you wanted us to!

As we said last month, the times that the Total 64 team had posted were all very beatable and to prove this point, along came one Bas Bionda of the Netherlands to take almost all of 'em!

LUIGI RACEWAY

UK Race 2'07.99
UK Lap 0'42.55
US Race 1'56.13
US Lap 0'39.46

Ricky Pearson - N.Devon
Ricky Pearson - N.Devon
Bas Bionda - The Netherlands
Bas Bionda - The Netherlands

MOO MOO FARM

UK Race 1'37.87
UK Lap 0'31.96
US Race 1'28.97
US Lap 0'29.42

Jason King - Burgess Hill
K.D'Archambaud - Hyde
Bas Bionda - The Netherlands
Justin Calvert - TOTAL 64

KOOPA TROOPA BEACH

UK Race 1'50.31
UK Lap 0'35.96
US Race 1'39.17
US Lap 0'32.87

Jason King - Burgess Hill
Steven Poulton - Herts
Bas Bionda - The Netherlands
Bas Bionda - The Netherlands

KALIMARI DESERT

UK Race 2'18.84
UK Lap 0'46.04
US Race 2'05.73
US Lap 0'41.43

Ricky Pearson - N.Devon
Ricky Pearson - N.Devon
Bas Bionda - The Netherlands
Bas Bionda - The Netherlands

TOADS TURNPIKE

UK Race 3'18.96
UK Lap 1'04.37
US Race 2'51.22
US Lap 0'56.19

Ricky Pearson - N.Devon
Ricky Pearson - N.Devon
Bas Bionda - The Netherlands
Bas Bionda - The Netherlands

FRAPPE SNOWLAND

UK Race 0'58.75
UK Lap 0'14.21
US Race 2'03.59
US Lap 0'40.89

Ricky Pearson - N.Devon
Ricky Pearson - N.Devon
Bas Bionda - The Netherlands
Bas Bionda - The Netherlands

SNOGO MOUNTAIN

UK Race 2'15.61
UK Lap 0'46.61
US Race 1'56.50
US Lap 0'37.96

Jason King - Burgess Hill
Keith Cathcart - Livingstone
Bas Bionda - The Netherlands
Bas Bionda - The Netherlands

MARIO RACEWAY

UK Race 1'15.98
UK Lap 0'24.20
US Race 1'34.12
US Lap 0'31.18

Ricky Pearson - N.Devon
Ricky Pearson - N.Devon
Bas Bionda - The Netherlands
Bas Bionda - The Netherlands

WARIO STADIUM

UK Race 5'01.07
UK Lap 1'43.29
US Race 3'54.08
US Lap 0'51.06

Jason King - Burgess Hill
Keith Cathcart - Livingstone
Bas Bionda - The Netherlands
Bas Bionda - The Netherlands

SHERBERT LAND

UK Race 2'22.52
UK Lap 0'48.57
US Race 2'08.45
US Lap 0'42.43

Jason King - Burgess Hill
K.D'Archambaud - Hyde
Bas Bionda - The Netherlands
Bas Bionda - The Netherlands

ROYAL RACEWAY

UK Race 3'11.77
UK Lap 1'05.58
US Race 2'47.82
US Lap 0'55.47

Jason King - Burgess Hill
Ricky Pearson - N.Devon
Bas Bionda - The Netherlands
Bas Bionda - The Netherlands

BOWSER CASTLE

UK Race 2'32.14
UK Lap 0'53.93
US Race 2'11.97
US Lap 0'43.40

Jason King - Burgess Hill
K.D'Archambaud - Hyde
Bas Bionda - The Netherlands
Bas Bionda - The Netherlands

D.K. JUNGLE PARKWAY

UK Race 2'48.87
UK Lap 0'58.66
US Race 2'36.00
US Lap 0'51.48

Jason King - Burgess Hill
K.D'Archambaud - Hyde
Bas Bionda - The Netherlands
Bas Bionda - The Netherlands

YOSHI VALLEY

UK Race 2'13.54
UK Lap 0'47.47
US Race 2'09.22
US Lap 0'42.77

Jason King - Burgess Hill
K.D'Archambaud - Hyde
Bas Bionda - The Netherlands
Bas Bionda - The Netherlands

BANSHEE BOARDWALK

UK Race 2'24.41
UK Lap 0'48.71
US Race 2'05.70
US Lap 0'41.58

Jason King - Burgess Hill
Ricky Pearson - N.Devon
Bas Bionda - The Netherlands
Bas Bionda - The Netherlands

RAINBOW ROAD

UK Race 6'02.46
UK Lap 1'45.05
US Race 5'42.70
US Lap 1'53.72

Ricky Pearson - N.Devon
Ricky Pearson - N.Devon
Bas Bionda - The Netherlands
Bas Bionda - The Netherlands



GOLDEN EYES!

This month we're starting a new section to our high scores section, in anticipation of the UK release of Nintendo's stunning game, *Goldeneye*. The times printed here are our personal bests and are for the US version — no doubt the UK version will be slower so we will separate the two versions. The times are for any of the levels: Agent, Secret Agent and 00 Agent. If any of you out there have import versions of *Goldeneye* then we suggest you send them in and challenge us! As usual, times will only be accepted if accompanied with photographic evidence.

DAM

Justin Calvert, Total 64 - 2:31

FACILITY

Nick Jones, Total 64 - 11:06

RUNWAY

Justin Calvert, Total 64 - 1:37

SURFACE

Nick Jones, Total 64 - 10:42

BUNKER

Nick Jones, Total 64 - 6:34

SIL0

Justin Calvert, Total 64 - 2:36

FRIGATE

Justin Calvert, Total 64 - 6:55

SURFACE

Nick Jones, Total 64 - 6:17

BUNKER

Nick Jones, Total 64 - 0:58

STATUE

Nick Jones, Total 64 - 7:58

ARCHIVES

Nick Jones, Total 64 - 5:42

STREETS

N. Jones, J. Calvert Total 64 - 1:44

DEPOT

Nick Jones, Total 64 - 8:33

TRAIN

Nick Jones, Total 64 - 6:08

JUNGLE

Justin Calvert, Total 64 - 13:41

CONTROL

Justin Calvert, Total 64 - 12:46

CAVERNS

Nick Jones, Total 64 - 6:36

CRADLE

Justin Calvert, Total 64 - 1:55

The Cheat Zone



Look, we've got all the cheats you could want for your N64 and we know you love it! So here they are, you cheating little monkeys!

Cruis'n USA

Some cheats to add that much needed breath of new life into the rather ordinary racer. They don't help out that much, but if you did buy it these might cheer you up a bit.

Access to the Other Courses

By doing this cheat you'll have access to three of the levels that you race on when you 'Cruise the USA' but don't normally have access to on the regular, individual level select screen. This way you can race on the boards to try to beat your record times without having to cruise the whole of the USA first.

The first thing you must do is go to the course select screen. Now hold down the following button combinations for different areas:

Golden Gate Park – Left C, Bottom C and L

(on top of the controller)

Indiana – Top C, Right C and L (on top of the controller)

San Francisco – Right C, Bottom C and L

(on top of the controller)

Access the Hidden Cars

You can select from a Jeep, Police Car and School Bus. The first thing you must do is go to the car selection screen. Now hold down Top C, Left C and Bottom C all at the same time.

If you hold down those buttons over the '63 Muscle Car (the leftmost car) then you can choose the Jeep.

If you hold down those buttons over the La Bomba (second from the left) then you can choose the School Bus.

If you hold them down over the Devastator VI (the grey car which is third from the left) then you can choose the Police Car. Holding those buttons down over the rightmost car will do nothing.

Flashing Lights with Siren

The first thing you must do is select the Police Car or the School Bus. Next you can pick any track to race on. You must get a "Hot Time" on that course. After you put your initials in on the "Hot Times" screen, you must go all the way to the bottom of the "Hot Times" list. Now hold left for about 35 seconds (you'll see the rollers moving to the left). If you choose the police car or school bus, get a hot time and you're at the bottom of the list, a rather spooky disembodied head will come rolling across the screen, saying "I love this job." Exit the "Hot Times" screen and choose another board to race on. Once you've begun the actual race, press Brake, Brake, Accelerate fairly quickly. If you did everything correctly, the lights on your police car will be flashing and your siren will be going off, or the lights on the school bus will be going off.

Nitro Boost

This code is activated in the same way as the "Flashing Lights with Siren" code below. Get your name on the "Hot Lists", scroll to the bottom of the list, then hold down the left button for about 35 seconds, until the head comes rolling across the screen again.

Using any car in any race, you can now get a Nitrous Boost by pressing Brake, Brake, Gas, Brake, Gas.

Please note: you can only use this once for every checkpoint passed. **64**

Dark Rift

Play as Sonork

At the title screen hit: L, R, Top C, Bottom C, Left C, Right C.

Play As Demitron and Sonork

At the title screen hit: A, B, R, L, Bottom C, Top C.

See The Character Endings

Aaron: At the title screen hit: Up, Left C, R, Right, Down, R, R, Left C.

Demonica: At the title screen hit: Up, Left C, R, Right, Down, R, R, Top C.

Demitron: At the title screen hit: Up, Left C, R, Right, Down, L, L, Bottom C.

Eve: At the title screen hit: Up, Left C, R, Right, Down, R, R, Right C.

Gore: At the title screen hit: Up, Left C, R, Right, Down, R, R, Bottom C.

Morphix: At the title screen hit: Up, Left C, R, Right, Down, R, R, B.

Nikki: At the title screen hit: Up, Left C, R, Right, Down, R, R, A.

Scarlet: At the title screen hit: Up, Left C, R, Right, Down, L, L, Left C.

Sonork: At the title screen hit: Up, Left C, R, Right, Down, L, L, Top C.

Zenmuron: At the title screen hit:

Up, Left C, R, Right, Down, L, L,

Right C. **64**



Doom 64

Demons getting you down? Monsters making you mad? Fear not! Here come the TOTAL 64 team, armed with some top level codes and a secret super password

Skill Level — Be gentle!

Level 02: cdp8 9bj2 68zt svk?
Level 03: cxm8 9bjy 681t jvk?
Level 04: ddk8 9bjt683s 9vk?
Level 05: dxh8 9bjp685s 1vk?
Level 06: fdf8 9bjk687s svk?
Level 07: fxc8 9bjf689s jvk?
Level 08: gd78 9bc769br ?bk?
Level 09: gx88 9bc6 69dr 2bk?
Level 10: hd68 9bc2 69gr tbk?
Level 11: hx48 9bcy 69jr kbk?
Level 12: jd28 9bct 69lq ?bk?
Level 13: jx08 9bcp 69pn 2bk?
Level 14: kdy8 9bck 69qq tbk?
Level 15: kxw8 9bcf 69sq kbk?
Level 16: lft8 9bb7 69vp ?vk?
Level 17: lyr8 9bb669pn 2vk?
Level 18: mfp8 9bb269zp tvk?
Level 19: mym8 9bby691p kvk?
Level 20: nfk8 9bbt693n ?vk?
Level 21: nyh8 9bbp695n 2vk?
Level 22: pff8 9bbk697n tvk?
Level 23: pyc8 9bbf699n kvk?
Level 24: qf78 9bf76?bm ?bk?
Level 25: qy88 9bf66?dm 2bk?
Level 26: rf68 9bf26?gm tbk?
Level 27: ry48 9bfy 6?jm kbk?
Level 28: sf28 9bft 6?ll ?bk?
Level 29: sy08 9bfp 6?nl 2bk?
Level 30: tfy8 9bfk 6?ql tbk?
Level 31: tyw8 9bff 6?sl kbk?
Level 32: vbt8 9bd7 6?vk 9vk?

Skill Level — Bring it on!

Level 02: cjr 9bj1 68z? qvk?
Level 03: c1mr 9bjx 681? gvk?
Level 04: ddkr 9bjy6839 7vk?
Level 05: d1hr 9bjn6859 zvz?
Level 06: ffr 9bjj 6879 qvk?
Level 07: f1cr 9bjd 6899 gvk?
Level 08: gj7r 9bc9 69b8 8bk?
Level 09: g18r 9bc5 69d8 0bk?
Level 10: hj6r 9bc1 69g8 rbk?
Level 11: h14r 9bcx 69j8 hbk?
Level 12: jj2r 9bcs 69l7 8bk?
Level 13: j10r 9bcn 69n7 0bk?
Level 14: kjyr 9bcj 69q7 rbk?
Level 15: k1wr 9bcd 69s7 hbk?
Level 16: lkr 9bb9 69v6 8vk?
Level 17: l2rr 9bb5 69x60vk?
Level 18: mkpr 9bb1 69z6rvk?
Level 19: m2mr 9bbx6916 hvk?
Level 20: nkkr 9bbs6935 8vk?
Level 21: n2hr 9bbn 6955 0vk?
Level 22: pkfr 9bbj 6975 rvk?
Level 23: p2cr 9bbd 6995 hvk?
Level 24: qk7r 9bf9 6?b4 8bk?
Level 25: q28r 9bf5 6?d4 0bk?
Level 26: rk6r 9bf1 6?g4 rbk?
Level 27: r24r 9bfx 6?j4 hbk?
Level 28: sk2r 9bfs 6?l3 8bk?
Level 29: s20r 9bfm 6?n3 0bk?
Level 30: tkyr 9bfj 6?q3 rbk?
Level 31: t2wr 9bfd 6?s3 hbk?
Level 32: vgr 9bd9 6?v2 7vk?

Skill Level — I own Doom!

Level 02: cnn8 9bj0 680t nvk?
Level 03: c5l8 9bjw 682t dvk?
Level 04: dnj8 9bjr 684s 5vk?
Level 05: d5g8 9bjm 686s xvk?
Level 06: fnd8 9bjh 688s nvk?
Level 07: f5b8 9bjc 687s dvk?
Level 08: gn98 9bc8 69cr 6bk?

Level 09: g578 9bc4 69fr ybk?
Level 10: hn58 9bc0 69hr pbk?
Level 11: h538 9bcw 69kr fbk?
Level 12: jn18 9bcr 69mq 6bk?
Level 13: js28 9bcm 69pq ybk?
Level 14: knx8 9bch 69rq pbk?
Level 15: k5v8 9bcc 69tq fbk?
Level 16: lps8 9bb8 69wp 6vk?
Level 17: l6q8 9bb4 69yp yvk?
Level 18: mpn8 9bb0 69op pvk?
Level 19: m6l8 9bbw 692p fvk?
Level 20: npj8 9bbr 694n 6vk?
Level 21: n6g8 9bbm 696n yvk?
Level 22: ppd8 9bbh 698n pvk?
Level 23: p6b8 9bbc 69?n fvk?
Level 24: qp98 9bf8 6?cm 6bk?
Level 25: q678 9bf4 6?fm ybk?
Level 26: rp58 9bf06?hm pbk?
Level 27: r638 9bfw 6?km fbk?
Level 28: sp18 9bfr 6?ml 6bk?
Level 29: s6z8 9bfm 6?pl ybk?
Level 30: tpx8 9bfh 6?rl pbk?
Level 31: tv68 9bfc 6?tl fbk?
Level 32: vls8 9bd8 6?wk 5vk?

Skill Level — Watch me die!

Level 02: csnr 9bjz 680? lvk?
Level 03: c9lr 9bjv682? bvk?
Level 04: dsjr 9bjq6849 3vk?
Level 05: d9gr 9bjl 6869 vvk?
Level 06: fsdr 9bjg 6889 lvk?
Level 07: f9br 9bjb 68?9 bvk?
Level 08: gs9r 9bc769c8 4bk?
Level 09: g97r 9bc3 69f8 wvk?
Level 10: hs5r 9bc2 69h8 mbk?
Level 11: h93r 9bcv 69k8 cbk?
Level 12: js1r 9bcq 69m7 4bk?
Level 13: j9zr 9bcl 69p7 wvk?
Level 14: ksxr 9bcg 69r7 mbk?
Level 15: k9vr 9bcd 69t7 cbk?
Level 16: ltsr 9bb7 69w6 4vk?
Level 17: l2qr 9bb3 69y6 wvk?
Level 18: mtnr 9bbz 6906 mvk?
Level 19: m2lr 9bbv 6926 cvk?
Level 20: ntjr 9bbq 6945 4vk?
Level 21: n2gr 9bbi 6965 wvk?
Level 22: ptdr 9bbg 6985 mvk?
Level 23: p2br 9bbb 6925 cvk?
Level 24: qt9r 9bf7 6?c4 4bk?
Level 25: q27r 9bf3 6?f4 wvk?
Level 26: rt5r 9bfz 6?h4 mbk?
Level 27: r23r 9bfv 6?k4 cbk?
Level 28: st1r 9bfq 6?m3 4bk?
Level 29: s27r 9bfl 6?p3 wvk?
Level 30: ttxr 9bfg 6?r3 mbk?
Level 31: t2vr 9bfb 6?t3 cbk?
Level 32: vqsr 9bd7 6?w2 3vk?

Super Password

Entering this code on the password screen will start you on the very last level with 100 health, 200 armour, all weapons, full ammo, backpack and the three pentagram items that enhance your laser gun, making it up to three times more powerful than the BFG9000. This weapon can apparently kill the last boss in four seconds.

The pentagram items also let you use the three switches in the last level (to close the gates that spawn the monsters) and makes the laser shoot more quickly and strongly.

W93M 7H20 BCYO PSVB

Credit goes out to Justin McWilliams for most of the *Doom 64* stuff. Visit his website at <http://www.geocities.com/~Paris/7499/index.html>

Hexen 64

To access the Cheat menu pause the game and enter the following combination: Top C, Bottom C, Left C, Right C. The word 'Cheat' should now appear at the bottom of the menu. By selecting this you'll see a list of cheats; each of these requires a new combination to be entered [quickly].

Invincibility

Left C, Right C, Bottom C. Top C (20 times), Bottom C.

Walk Through Walls

Left C, Right C, Bottom C. Top C (20 times), Bottom C.

Level Select

Left C, Left C, Right C, Right C, Bottom C, Top C.

Kill All Enemies

Bottom C, Top C, Left C, Left C.

Full Health

Left C, Top C, Bottom C, Bottom C.

Entering the Collect sub-menu will give you another list of cheats, again requiring their own combinations.

All Keys

Bottom C, Top C, Left C, Right C.

Full Health

Top C, Right C, Bottom C, Top C.

Full Health

Right C, Top C, Bottom C, Bottom C.

Full Health

Top C, Left C (three times), Right C, Bottom C (twice). **64**

Extreme G

Check out these codes for the fastest, most futuristic racer there is.

Extreme Speed

For the ultimate challenge, try the Extreme Mode. Simply enter 'xtreme' as your name at the name selection screen (Contest Mode) and XG cranks up the speed even more. Combine with Fisheye for some insane action.

Extremely Ghostly

Enter the word 'ghostly' at the name entry screen (Contest Mode) and all the track polygons will be transparent. You can now see right through walls and even the very ground you race on.

Magnify Mode

Enter the word 'magnify' at the name entry screen and your view will be strangely distorted (magnified). Your bike is now at the very bottom and everything will seem huge.

Race Upside Down

Enter the word 'antigrav' at the name entry screen (Contest Mode) and you will finally be able to race upside down without standing on your head...

Stealth Mode

Enter 'stealth' at the name select screen (Contest Mode) and you will hear a confirmation sound. Now start a race and all drivers should be invisible, but you can still see their shadows and weapons.

The Ultimate Bike: Neon

Finish the final circuit and you get Neon, the best bike in the game. All attributes are completely maxed out, including speed, shields and handling.

Ugly Mode

Enter 'uglymode' at the name selection screen (Contest) and you can see what *Extreme-G* would look like without mip-mapping and texture transparencies. Very PSX-ely.

WireFrame Mode

Want to know what a Colour Virtual Boy version of *Extreme-G* would look like? Start a new Contest and enter your name as 'wired'. This will eliminate all textures and only give you wireframes.

Ride the Roach

Finish *Extreme-G's* Contest Mode on Meltdown, and you receive Roach, an extremely high-performance racing machine. Use it to exterminate your enemies.

Fisheye Lens

If *Extreme-G* is still not fast enough for you, how about an optical trick that makes the scenery fly by even faster? Go to the 'Contest' mode, enter your name (press R, then press R to switch to lower case in the name entry menu) and enter the word 'fisheye'. You will hear a confirmation code to tell you that the trick worked. The screen will be distorted (like with a fisheye lens) and gives you an even greater feeling of speed.

Race as a Boulder

Extreme-G lets you transform your bike (and everyone else's) into a rolling boulder. Start a new Contest and at the bike selection press R. This brings up the name entry mode. Press R again to switch to lower case. Just enter the word 'roller' (no caps) and you should hear a confirmation sound. Start the race and get ready for a different kind of Boulder Dash... **64**

Goldeneye 007

To access the built in cheat menu in *Goldeneye* you must activate the cheats by completing each of the levels within a specified time. You cannot enter any controller codes to activate them. See below for details.

| Level | | Cheat | Difficulty | Time |
|----------|----------|---------------------|--------------|-------|
| Level 1 | Dam | Paintball Mode | Secret Agent | 2:40 |
| Level 2 | Facility | Invincibility | 00 Agent | 2:05 |
| Level 3 | Runway | DK Mode | Agent | 5:00 |
| Level 4 | Surface | 2x Grenade Launcher | Secret Agent | 3:30 |
| Level 5 | Bunker | 2x Rocket Launcher | 00 Agent | 4:00 |
| Level 6 | Silo | Turbo Mode | Agent | 3:00 |
| Level 7 | Frigate | No Radar (Multi) | Secret Agent | 4:30 |
| Level 8 | Surface2 | Tiny Bond | 00 Agent | 4:15 |
| Level 9 | Bunker2 | 2x Throwing Knives | Agent | 1:30 |
| Level 10 | Statue | Fast Animation | Secret Agent | 3:15 |
| Level 11 | Archives | Invisibility | 00 Agent | 1:20 |
| Level 12 | Streets | Enemy Rockets | Agent | 1:45 |
| Level 13 | Depot | Slow Animation | Secret Agent | 1:30 |
| Level 14 | Train | Silver PP7 | 00 Agent | 5:25 |
| Level 15 | Jungle | 2x Hunting Knives | Agent | 3:45 |
| Level 16 | Control | Infinite Ammo | Secret Agent | 10:00 |
| Level 17 | Caverns | 2x RC-P90s | 00 Agent | 9:30 |
| Level 18 | Cradle | Gold PP7 | Agent | 2:15 |
| Level 19 | Aztec | 2x Lasers | Secret Agent | 9:00 |
| Level 20 | Egyptian | All Guns | 00 Agent | 6:00 |

There are also some weapon cheats that are activated by simply completing certain levels. For completing Janus Base and Antenna Cradle on Agent level you will be given the Magnum. Complete Aztec complex on Secret Agent level to gain access to the Moonraker Laser and finish the Egyptian Temple to get the Golden Gun.

To get the extra missions on the one player game, complete the game at Secret Agent for the Aztec level and finish the game on 00 Agent level to get the Egyptian level.

To access the hidden multiplayer characters just complete the game on Agent level. The characters include Mayday (from *A View to a Kill*), Oddjob (from *Goldfinger*), Jaws (The Spy Who Loved Me) and Baron Samedi (Live and Let Die). You will also be able to choose from any of the characters from the game including some extras, like the Moonraker Scientists. **64**



Killer Instinct Gold

Get all the bonus options — without having to have your scrawny butt kicked every time!

Access All Options

To be able to access all of the game's level options without beating the game on the higher difficulty levels, wait for the character profiles to come up. Now press Z, B, A, L, A, Z. (That's the L button on top left of the controller).

The announcer will say "Perfect" if you did it correctly.

See the Ending Credits Without Beating the Game

To check out the ending credits without beating the game (note: the credits only, you do not see any character's ending) wait for the character profiles to come up. Now press Z, L, A, Z, A, R. (That's the L and R buttons on top of the controller.) You'll see the game's credits come up if you did it correctly.

Play as Gargos!

To play as Gargos, wait for the character profiles to come up. Now press Z, A, R, Z, A, B. (That's the R button on top of the controller.) Gargos will laugh if you've done it right.

Play on the Sky Stage

To access the Sky Stage, both players must press Down + MK when they select their character. All subsequent battles will then continue to be on this stage until you decide to select a different battle arena. **64**



J-league / ISS Soccer

Probably the best Footie game ever has just got a little bit silly!

Two New Teams

There are two ways that you can get these two new teams. Firstly, you could play through and beat the league mode — which is bleeding hard — or alternatively simply enter the following code at the title screen:

Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, B, A and then hold down Z and press Start. Now, that was much easier, wasn't it?

Big Head Players

To increase the size of your players' heads, a la *NBA Jam*, just enter the following code at the title screen: Top C, Top C, Bottom C, Bottom C, Left C, Right C, Left C, Right C, B, A, and then hold down Z and press Start. This doesn't change the gameplay but is nicely daft! **64**



Mario Kart 64

A couple of cheats to spice up your copy of *Mario Kart 64* — not that you could really improve on this fella!

Race Against Course Ghosts

Mario Kart 64 has three perfect time trial boards. Secretly programmed into the game are some "course ghosts" that represent the development team's best time trial runs for those boards. The ghosts will follow the path that corresponds with their time. First go into the Time Trial mode and pick your player. Next, choose one of the levels below and get a time better than listed.

Luigi Raceway — under 1'52"00

Mario Raceway — under 1'30"00

Royal Raceway — under 2'40"00

The course ghosts are automatically saved to your cartridge.

Boost Trick

Hold down the R button to slide around a corner and, continuing to hold down the button, 'steer' the joystick to the opposite direction and back. If done correctly, the smoke will change from white to yellow. Repeat the 'steering' motion and the smoke should change from yellow to red. Once the smoke is red, let go of the R button. If you have your speedometer on screen, you'll notice your speed go up for a few seconds.

Mirrored Tracks

Gain a first place position on every cup in the 150cc class. After you reset your machine, the title screen should have changed. Now go into GP mode and you'll find a new option — extra. Wham, bam — you can now race on mirrored tracks!

Speed Burst

As soon as the starting lights turn blue, hit the gas and hold it. You should now be able to achieve the speed burst that you need to get ahead! **64**



Pilotwings 64

An excellent flying sim, with excellent cheats and of course, an excellent cheat section!

Find the Birdman Stars

To play as the birdman, fly through one of the special stars located on the following levels.

Holiday Island — Found under the natural arch on the beach.

Crescent Island — Found in a hidden cove on the beach.

Little States Island — In Central Park in New York.

Arctic Island — Deep inside the cave at the base of the waterfall.

We suggest that you use the Jet-Pac to find these areas.

Get a Perfect 100 on

Jumble Hopper

Jump between the building you start on and the building in front. You should notice a doorway on the building in front. Go through this into the Nintendo building and out of the other doorway. As you leave the building you will be teleported to near to the end of the level. You can get a top score of 100 every time. **64**

NBA Hangtime

Show off to all your mates with all the cheats you'll ever need for the NBA's version of the classic basketball game, *NBA Jam*.

Player Clones

Fancy having two Dennis Rodmans on one team (and double the cack hairdos)? By using this code, you can now achieve your goal by cloning your player.

To access a clone, just enter their last name — see list below — and "0000" for the PIN number. For example — enter Rodman as your name and 0000 as your PIN to access the clone. Here's a listing of all of the duplicate players available:

| | |
|--------|--------------------|
| Ahrdwy | (Penny Hardaway) |
| Cliffr | (Cliff Robinson) |
| Davidr | (David Robinson) |
| Dream | (Hakeem Olajuwon) |
| Elliot | (Sean Elliot) |
| Ewing | (Patrick Ewing) |
| Glennr | (Glenn Robinson) |
| Ghill | (Grant Hill) |
| Hgrant | (Horace Grant) |
| Johnsn | (Larry Johnson) |
| Kemp | (Shawn Kemp) |
| Kidd | (Jason Kidd) |
| Malone | (Karl Malone) |
| Miller | (Reggie Miller) |
| Motumb | (Dikembe Mutumbo) |
| Mourng | (Alonzo Mourning) |
| Mursan | (Gheorghe Muresan) |
| Pippen | (Scottie Pippen) |
| Rodman | (Dennis Rodman) |
| Rice | (Glen Rice) |

| | |
|--------|--------------------|
| Smits | (Rik Smits) |
| Stackh | (Jerry Stackhouse) |
| Starks | (John Starks) |
| Webb | (Spud Webb) |
| Webber | (Chris Webber) |

Hidden Players

As with *NBA Jam*, you can access a huge amount of secret player characters, some of which are a tad bizarre!

The name that you should enter is in bold. The PIN number you need to enter is in yellow.

| | |
|-------------------------|------|
| Amrich (Dan Amrich) | 2020 |
| Bardo (Bardo) | 6000 |
| Carlos (Carlos Pesina) | 1010 |
| Daniel (Dan Thompson) | 0604 |
| Danr (Dan Roan) | 0000 |
| Divita (Sal Divita) | 0201 |
| Eddie (Eddie Ferrier) | 6213 |
| Eugene (Geer) | 6767 |
| Jamie (Jamie Rivett) | 1000 |
| Japple (Japple) | 6660 |
| JC (John Carlton) | 0000 |
| Jfer (Jennifer Hedrick) | 0503 |
| Jonhey (Jon Hey) | 6000 |
| Kombat (Ed Boon) | 0004 |
| Marty (Martinez) | 1010 |
| Mednik (Mednik) | 6000 |
| Minife (Minife) | 6000 |
| Morris (Air Morris) | 6000 |
| Mortal (John Tobias) | 0004 |
| Munday (Larry Munday) | 5432 |
| MXV (Vinikour) | 1014 |
| Nick (Nick Ehrlich) | 7000 |
| Nfunk (Neil Funk) | 0101 |
| Patf (Pat Fitzgerald) | 2000 |
| Perry (Matthew Perry) | 3500 |
| Quin (Kevin Quinn) | 0330 |
| Root (John Root) | 6000 |
| Shawn (Shawn Liptak) | 0123 |

| | |
|------------------------|------|
| Sno (Sheridan Oursler) | 0103 |
| Turmel (Mark Turmel) | 0322 |

Access Secret Play Modes

The following codes are entered at the "Tonight's Matchup" screen. You use the Turbo button to control the first number, the Shoot button to control the second number, and the Pass button to control the third number. Basically, it's much like the Kombat Kodes on *MK Trilogy*.

| |
|--------------------------|
| 025 — Baby Sized Players |
| 048 — No Music |
| 111 — Tournament Mode |
| 120 — Fast Passing |
| 273 — Stealth Turbo |
| 390 — No Pushing |
| 461 — Unlimited Turbo |
| 552 — Hyper Speed |
| 610 — No Codes Allowed |
| 616 — Block Power |
| 709 — Quick Hands |
| 802 — Maximum Power |
| 937 — Goal Tending |

Further Secret Codes

To enter all of the following codes, just enter the sequences below whenever the screen switches from team select over to "Tonight's Matchup". The cheat box should flash if you have entered them correctly.

| |
|--|
| Big Heads |
| Hold Up, press Turbo and Pass at same time |
| Huge Heads |
| Up, Up, Pass, Turbo |
| Shot Percentage On |
| Rotate D-Pad clockwise, starting with Up |

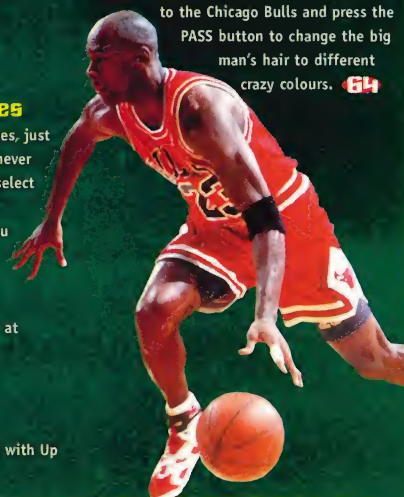
| |
|--|
| No Tag Arrow |
| Left, Left, Pass, Turbo |
| No Drift |
| Down, Down, Shoot, Turbo |
| No CPU Assistance |
| Hold Right (on the D-Pad) and press Pass, Pass |
| Rooftop Jam |
| Hold Left, then press Turbo three times |
| All-American Basketball |
| Hold Right (on stick) and press shoot, turbo, pass |

Random Team Select

To have your team selected for you (you lazy people!) press Up and Turbo at the team select screen and the hard choice will be made.

Change Rodman's Hair Colour

While at the team selection screen, go to the Chicago Bulls and press the PASS button to change the big man's hair to different crazy colours. **64**



Shadows of the Empire

Maybe it's worth collecting all those pesky challenge points in this awful Star Wars cash in!

Challenge Points

Collect all the challenge points on the Easy setting – during the game hold down the camera button for five seconds and you get the Leebo Scanner

Collect all the challenge points on the Medium setting and during the SkyHook Battle stage hold down the camera

button for five seconds and you can fly as an X-Wing. Hold down the button for another five seconds and you can fly as a TIE Fighter. If you hold down the button for another five seconds, you'll go back to the Outrider.

Collect all the challenge points on the Hard setting and in the game you will

get invincibility for 30 seconds and start with all weapons.

Collect all challenge points on Jedi setting and the Wampas from the "Escape from Echo Base" stage will follow you and attack your enemies for you – that way at least he's on your side! **64**

Super Mario 64

Some bizarre secrets, all contained in the best platform game ever!

Hat Trick

Go to Snowman's Land (Course 10). Once you're there, get to top up by the snowman's head, as if you were about to cross the ice bridge with the big penguin's help. Now, go ahead and let the snowman's breath blow you off the bridge. Your hat will fall off – don't go and pick it up!

Take Mario past the grey star spot, the small pop-up snowman, and towards the two pine trees. The second tree of the two is a teleport, so use it. Now step back and teleport again – do this at least three times.

Once you've teleported a few times, go back to your hat and look at it carefully. Examine it from all sides. What you'll see is a bunch of hats stacked up on each other. Pick up one hat and Mario will put it on his head, whilst the other hats will still stay on the ground! Now, pick up the other hats and Mario can now carry them all around with him!

He can now kill baddies with them, plus he won't put it back on until you either teleport with him, get a star, or leave the level – time for fun!

Control the Ending Camera

During the ending sequence after you beat Bowser, you can control the camera if you have a second controller plugged in.

Now using controller two's analogue control stick you can move the camera in many different ways during the sequence with the Princess and also during the re-cap of the levels you've seen.

Carry the Rabbit to Other Areas

Find a door which you can easily go in and out of. After going through the door, quickly execute a jump kick, back at the door. Usually you'll go through the door completely, without opening it. However, if you time it right, half of Mario will be on one side and his other half will be on the other side. There is a situation in which you can actually do something weird with this trick. If you manage to find the rabbit in the basement and catch him, don't collect his star. Instead, carry him to a door and put him down just in front. Go through the door and try the jump kick trick mentioned above until you get Mario on both sides of the door. Now pick the rabbit back up and set him down on the other side of the door. Go through the door – you can carry the rabbit to some other parts of the castle. This serves no real point at all though...

Turn Butterflies into One-Ups

For Course 2, Course 12 and Course 13. Sometimes a bunch of butterflies will come out of the grass or trees. If you punch the butterflies, they turn into bombs that chase you. They will then either simply explode or else turn into one-up mushrooms – which is always handy! **64**



Tetrisphere

To enter these cheats you must first activate the extra 'characters' on the screen where you enter your name. To do this hold the left shoulder button, whilst holding down the right and down 'C' buttons. Now enter these following names to activate the cheats:

Extra music

G (alien's head) MEBOY

Secret Game

LINES

Level Select

Enter the bottom five characters from left to right – SATURN, SPACESHIP, ROCKET, SKULL AND HEART

Vortex

Type in VORTEX then hold down the shoulder buttons and press RESET on your N64. Keep the RESET button held down in order to see the 'Vortex'. Wow! **64**



Turok: Dinosaur Hunter

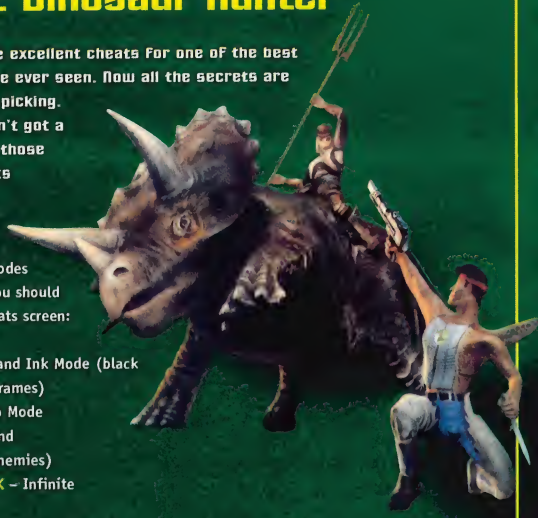
Here are some excellent cheats for one of the best games we have ever seen. Now all the secrets are yours for the picking.

Alas, we haven't got a cheat to stop those bleeding T-Rexs from scaring the pants off you!

Here are some codes for *Turok* that you should enter at the cheats screen:

DLKTDR – Pen and Ink Mode (black and white wireframes)
SNFFRR – Disco Mode (strobe lights and disco dancing enemies)
FRTHSTHTRLSC – Infinite Lives
THBST – Gallery (view, scale and rotate all 3D enemies)
FDTHMGS – Show Credits
THSSLSCL – Spirit Mode (gives invincibility and slow moving enemies)
CMGTSMGGS – All Weapons
BLLSRRFRND – Unlimited Ammo for weapons

After you have entered one of the above cheats, you will now be able to access a new option called "Cheat Menu." Enter this option and you can now select turn each cheat ON/OFF. **64**



start doing the flip and hold down. You need a lot of speed for this one, so do not try to do any turns as they will slow you down or stop you completely.

Dolphin Racer!

To be like that horrible kid in Flipper, follow these directions. Select the Stunt Mode and play in Dolphin Park. From there you need to go through all the rings and do all the stunts (see the list below) which include diving underneath the water from a ramp. If you did everything correctly, you'll hear the dolphin squeaking when you cross the finish line.

Dolphin Tricks

HANDSTAND

(off throttle – press down and up)

SPIN, IE. "BACKWARDS RIDE"

(off throttle – move the stick clockwise)

STAND

(off throttle – move stick counter-clockwise) + Somersault (hold down)

ROLL LEFT

(off ramp – tap right and hold left)

ROLL RIGHT

(off ramp – tap left and hold right)

FLIP

(off ramp – hold up then quickly press down)

DIVE

(off ramp – hold down then quickly press up)

Now exit and select Championship Mode and then Warm Up. When selecting a character,

hold down on the analog stick and when you start you'll be riding a dolphin!

Speed Burst

Try to press and hold down the gas button, right before the announcer says, "Go!" If you can time this correctly and hit the gas just right, you'll gain a perfect start and a valuable speed advantage. **64**



Wave Race 64

Have you ever Fancied riding on the back of a dolphin? Well here's your chance!

Reverse Tracks

To open up the "Reverse" mode, you must get a first place overall on the Expert level of difficulty. After that a new, fourth option called Reverse will appear underneath Expert. You will now be able to race backwards on the tracks.

Massive Scores

To rack up huge amounts of points on the stunt courses, press the pause button as soon as you complete a stunt. If you do it right, all the sounds should stop except for the announcer's usual inane banter. Usually if you press pause at the exact moment you hit the water, you should be OK, but the idea is to press pause the instant the announcer starts waiting. If you do it right, you should get tons of points, racking up massive scores for easy tricks.

Use the Same Racer in Two-Player Mode

This cheat allows both players to have the same racer and the same outfit in the two player mode. First, use controller two to decide which racer you are going to use in the Vs. Mode, and make sure that the first player's cursor is on an adjacent racer.



Press up on controller two and press Start to have player one's default colour.

Now, on controller one, press right (or left) and Start at almost the same time. If you do this correctly, you can start the race with both players having the same outfit.

New Stunts

Double Flip Stunt

First get some speed with the jet ski. When you are on the ramp, tap up at the top of the ramp and hold down to do your flip. Instead of making the character do one complete flip, hold the down button longer so that he does another turn. If you have done it correctly he will land perfectly and ride on without falling off.

Helicopter Stunt

This is a variation of the flip, where you spin sideways. When you are going on the ramp, turn sharply diagonal left-up or right-up, then hold down to do a sideways flip.

Helicopter into a Flip Stunt

Do the helicopter stunt as listed above but hold the down button for longer. It will look like he does a helicopter move, but then he will rotate so he's in an upright position and do another flip.

Triple Flip

You need a lot of speed and a lot of air to do this. Tap up at the top of the ramp,

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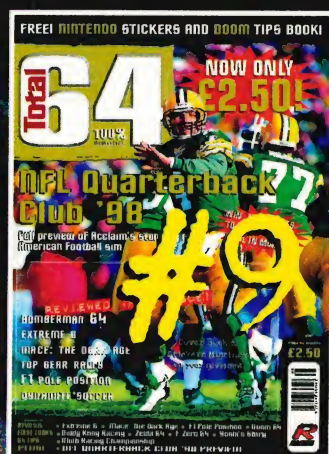
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Review!

FIFA: Road to the World Cup

The latest in the long line of *FIFA* Football games aims to exorcise the ghost of *FIFA 64*. How will it fair against the mighty *ISS Soccer*?

Review!

John Madden '98

Hot on the heels of *NFL Quarterback Club '98* comes big John's *NBA Football* game. Can the original American Football game prove it's still the best?

Work in progress!

Silicon Valley

Total 64 head up to DMA's offices in Scotland to bring you the latest word on this innovative platformer

Preplay!

Nagano Winter Olympics

Just in time for the imminent Winter Olympics, Konami look set to weave their magic on this eagerly awaited title

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Printed by:

Duncan Web Offset Limited

Farleigh Hill, Tovil, Maidstone, Kent

ME15 6XA

Distributed by:

MMC, Octagon House,

White Heart Meadows, Ripley, Woking,

Surrey, GU12 6HR

Tel: 01483 211222

Fax: 01483 224541

American Distributors:

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3400 Dundee Road

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Tel: (708) 498-5014

Published by:

Rapide Publishing

1 Roman Court,

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Exeter, Devon, EX4 4EP.

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Total 64

ISSN: 1366-9532

We wish you a Mario Xmas and a Happy New Year!

After opening your presents and spending a week playing with your new games, it's time to get serious as you think of some New Year's resolutions. Most will be adhered to for a couple of weeks at best if you don't choose wisely, so here are a few pointers to ensure that you don't make any of those all-too-common mistakes...

When making a New Year's resolution there are two important things to remember: firstly your resolution should be realistic – there's no point pretending that you're going to give up something on January 1st that you spent the whole day doing on December 31st. e.g. drinking. And secondly, your resolution should be something that you can enjoy and/or benefit from, e.g. buying TOTAL 64 in favour of lesser, more expensive magazines each month. Not only will you be among the most well-informed N64 owners in the country, but you'll also have a bit of extra money in your pocket to put towards those all important cartridges.

Among my own New Year's resolutions will be one in which I promise to maintain the high quality of TOTAL 64 that you've all become accustomed to, and, wherever possible, seek to improve on it still further.

Make sure you're around to see that I stick to it...

See you in 1998!

Justin



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SPECIAL EDITION LAUNCHES OCTOBER 10

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